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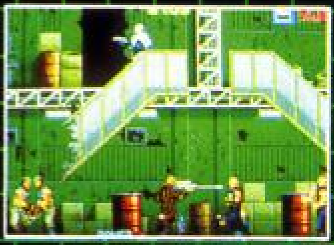

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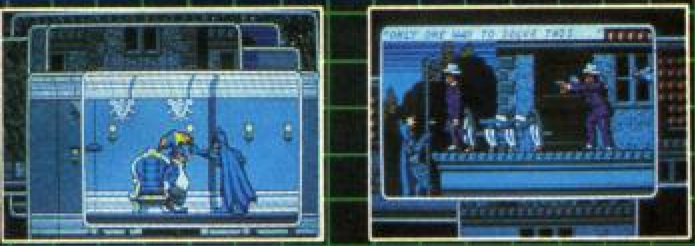
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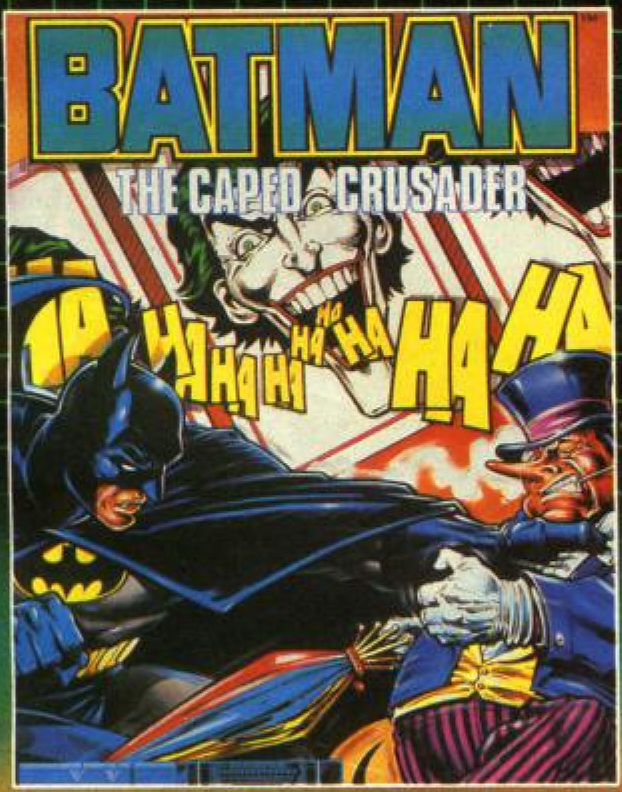
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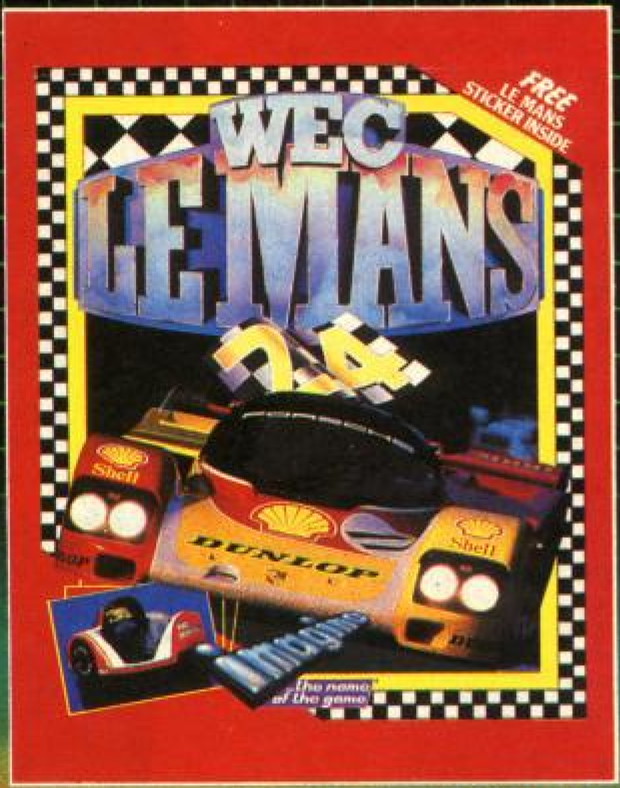
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ZZAP! C64 AMIGA

ISSUE 48 APRIL, 1989

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CWUCIAL COMPETITIONS

WAD REGULARS

EDITORIAL ***47 Gravel Hill, Ludlow, Shropshire SY8 1QS*** **☎ 0584 5851/2/3 Editor:** Gordon Houghton **Assistant Editor:** Kati Hamza **Staff Writers:** Matthew Evans, Lloyd Mangram, Ken D Fish **Designer:** Mark Kendrick, Ken D Fish **Senior Designer:** Wayne Allen **Assistant Designers:** Melvyn 'The Mel' Fisher, Yvonne Priest **Editorial Assistants:** Viv Vickress, Caroline Blake, Ken D Fish **Contributors:** Martin Walker, Paul Rand **Director of Photography:** Cameron Pound, Michael Parkinson, Ken D Fish (Fish photographs) **PRODUCTION** ***1/2 King Street, Ludlow, Shropshire SY8 1AQ*** **☎ 0584 5851/2/3 Reprographics/Film Planning:** Matthew Uffindell, Ian Chubb, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Editorial Director:** Roger Kean **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:** Sarah Chapman, Lee Watkins **Assistant:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* **Production Manager:** Jonathan Rignall. Typeset by the **Tortoise Shell Press**, *Ludlow*. Filmed in glorious 2D Color-o-Vision by **Scan Studios**, *Islington Green, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex*.

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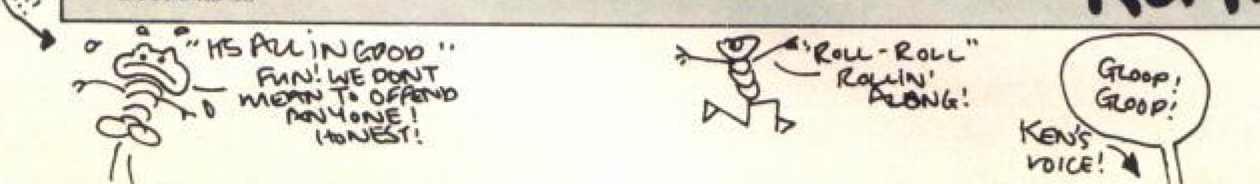
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AND Ken!

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ZZAP! Big eD



Merry Christmas

Welcome, all you alien thrill-seekers, to a special April Fool's issue of ZZAP! We've got plenty of surprises packed into this month's mag – or have we? Are we telling the truth or have we got *no April Fool's surprises whatsoever*? Well, there is ONE – and the first person to spot it and write in will get an April Fool's prize.

One thing that won't surprise you is the amount of reviews – once again just under 50 games passed through our internal digestive systems this month, all of which get the definitive ZZAP! treatment (ie, dipped in a bowl of custard, stuck into a C2N or the side of an Amiga and then played until dead). The other things you don't need telling about – the exclusive review; that wather pwetty poster in the centre; the Zzaptionnaire.

More important than all these, though, is the introduction of two new 0898 lines – we've been saving up our coppers to rent a couple more phones, and we've finally put Maff and Ken under one of Exeter's sun lamps and bullied them into writing something a little different each month. On Maff's line you'll find tips, most of which won't appear in a future ZZAP! and all of which are brill; on Ken's line you'll learn about what's going in ZZAP! next month and a little bit about fish hygiene. Don't forget the cost and check out page 85 for more details!

By the way, we've already found ourselves a new staff writer, so no more applications, please. With luck and a bit of bullying, we'll introduce him, her or it next month – as long as they shave off all that gorilla hair and stop using the KY, that is. Aye, mon.

Aaaand, it's only two more issues to go until our half century: we've got a special little something planned for that one – if you want to find out more, you'll just have to ring up Ken next month, won't you? Let's just say, you won't be able to resist it . . .

Right, a-tha a-tha a-tha that's all, folks. Back to the Interociter for another session.

Gordon Houghton

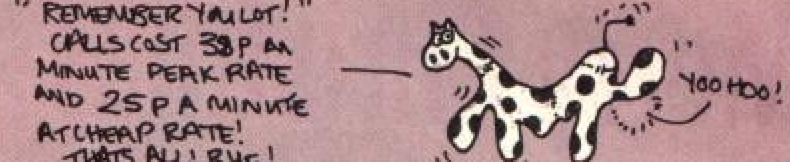
Gordon Houghton

GAMES REVIEWED



the WORD

DO YOU HAVE WEIRD DREAMS?



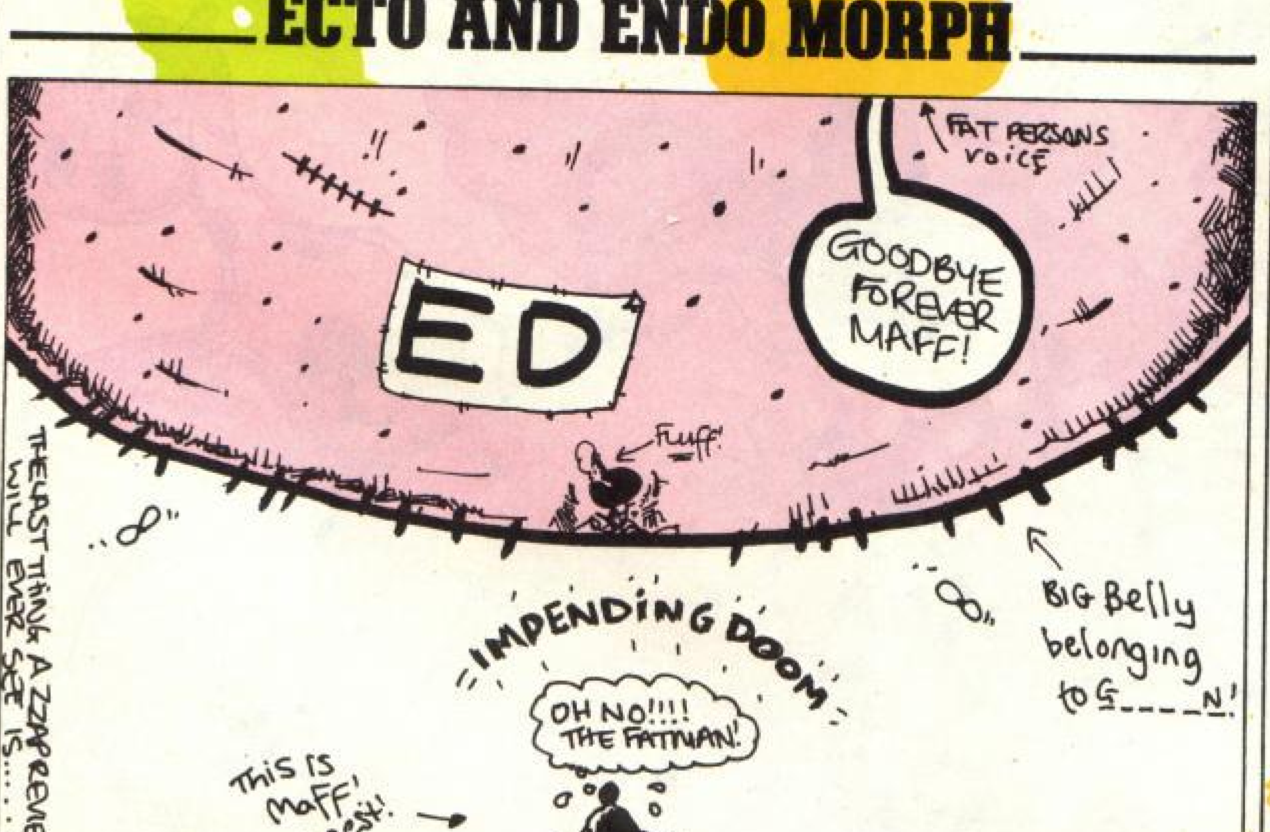


Well, if any of you watch ITV's Saturday morning *Motormouth*, you do, because Rainbird's *really weird* 16-bit game has been featuring in this prime tv slot for ages now. If you knew *that* you'll also know that this bloke 'ere who's being pitchforked into his own weird dream is Neil Buchanan, the presenter.

Are you interested in facts and figures? Well listen up, because here's a couple: the game ran for 8 weeks, notching up 40 minutes of airtime; the prize for battling through the gruelling questions and game combat sequences was no less than a trip to Egypt on Concorde.

So what are we telling you all this for? Because we've got absolute bucketfulls of *Motormouth* T-shirts to give away to people who ring our hotline number. That's right: **0898-555081** not only gives you access to that prize, but many others – see page 85 of this month's mag for details (and for info on the two new ZZAP! hotlines!)

ECTO AND ENDO MORPH





KATAKIS AND MAKE UP

At long last the legal wrangling about *Katakis* – the Sizzler that messed up ZZAP! 42 – has been sorted out. US Gold and Mediagenic have decided they like each other again and the new version – called *Denaris* – is being released on both 64 and Amiga.

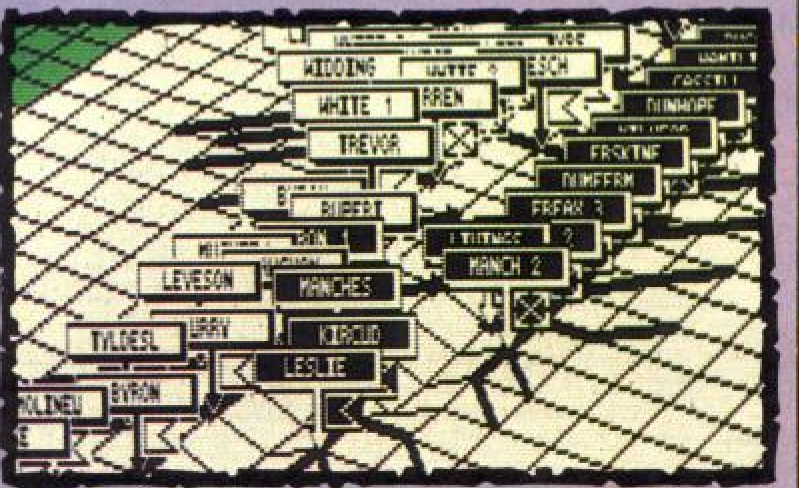
As far as we can see, there's very little difference between this new version and the old versions, so if you're thinking of buying it, do. The addiction's the same, but the name has been changed to protect the innocent. For more details, check out the review on page 69.

ADD-ONS FOR KILLING PEOPLE

Hot on the heels of the news that *UMS2* is now being released by Microprose are two new scenario disks for *UMS*.

If you're so thrilled that you just can't wait to hear the details, read on. *Scenario Disc One* features the American Civil War, in which you can either design your own maps, order of battle and objectives OR re-enact the three 'memorable' battles of Shiloh, Antietam and Chattanooga.

Scenario Disc Two is set in Vietnam. 19. N-n-n-nineteen. Vietnam. Saigon. and allows you ('yes, you at the back, sir, the one with the false moustache') to experience in the comfort of your own home the horrors of Hill 823, Ngoh Kam Leat or Hill 875. Who said war just dealt in terms of numbers?



SPEED BALLISTIX



If all you 16-bitters out there thought that *Speedball* was the best future sports sim you'd ever seen (and that includes Big Gordo), hold your horses (*whoooah!*).

New from Psygnosis, they who churned out *Barbarian, Obliterator* and the ace *Menace*, is BALLISTIX. Right, take a look at that screenshot. Remind you of anything, does it? Yep, it looks like *Speedball* to us, too. And the object is to score more goals than your opponent. But, jump not to concrusions, glasshopper, for the dimensions of this particular future sports sim are slightly larger than the Bitmap Brothers' classic. Just look at these features:

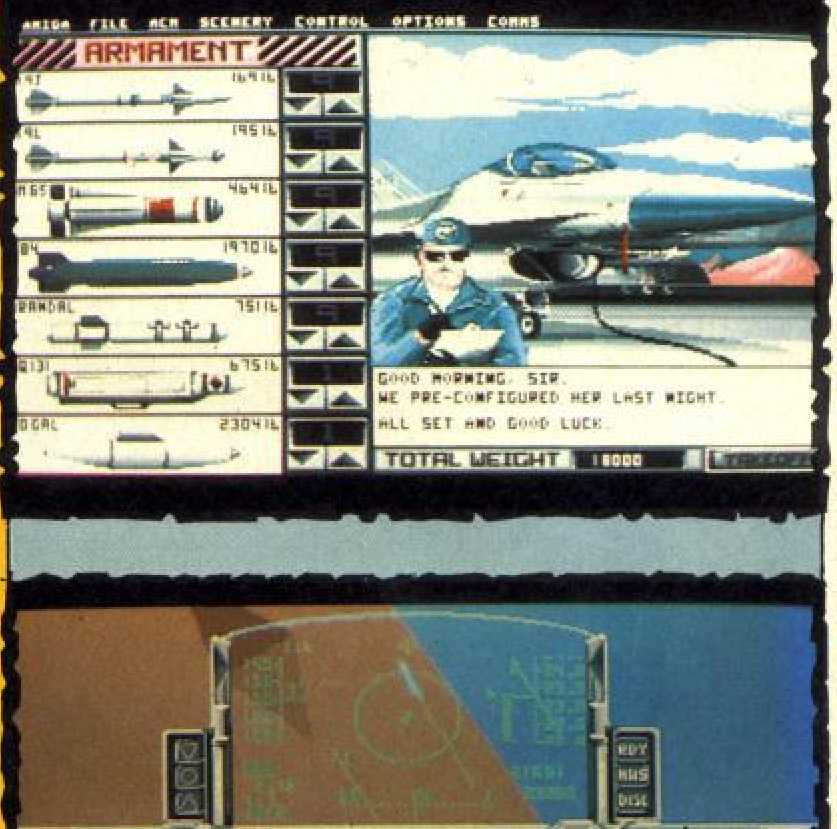
- Over 130 different, mind-boggling pitches.
- Magnets that whip the ball from under your nose
- Splitters, turning one ball into a multitude
- Red arrows that speed the game up incredibly
- Bumpers that bounce you off target
- Hoovers that suck you in and . . .
- Blowers that spit you out again

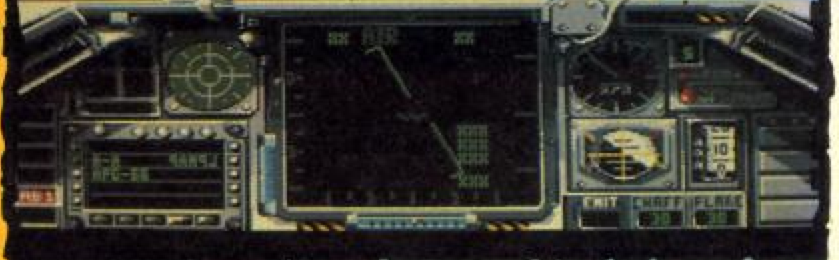
Will this complexity be its downfall? Will it live up to all expectations? The claims made for it are impressive: 'staggering depth and trickiness'; 'incredibly fast, painfully addictive'; 'a whole new wacky ball game'. But then, they would say that, wouldn't they? Reviews soon.

FALCON FAX

We'll keep this brief, since any flight sim fan worth his salt will have laid hands on this a long time ago; we didn't receive it until this month – too long after its release to justify it getting a full review.

Anyway, after much playing of it this month, all the ZZAP! team have declared it the greatest flight sim they've seen. It's that simple. You've got a 140-page manual, an incredible range of in-flight options and some of the most amazing presentation on any game. Quite simply, if you haven't got it and you want something with a bit more depth, this is for you. Probably the most impressive 16-bit release to date, it's released by Spectrum Holobyte, and retails for £29.99, with extra mission disks along the way.





JOYSTICK JUNKIES WANTED!

Ever fancied breaking your wrists playing games or just smashing up joysticks to your heart's content? Well, them froody folk at Powerplay are looking for people like you.

Interested? If you want to be a joystick tester, write to the following address as soon as poss – **Powerplay Ltd, Slackcote Lane, Delph, Oldham, Lancs, OL3 5TW.** Don't forget to enclose details about yourself!



KING KONIX KONSOLE

All right, so this is a 64/Amiga mag. And that there is a picture of the Konix console. What's the link between the two, then?

Well, there isn't one. It's just that this news is so mind-blowing that we felt it deserved a place here, too. Basically, you've got that console unit above, which is going to retail for about £199, plus add-ons. But that's not all – the kind of add-ons and features it promises will trample the Nintendos and Segas underfoot. For example:

- It can be converted to a car steering wheel, aircraft controls or bike handlebars
- It'll have a dual control foot pedal
- It can generate up to 4096 colours (like the Amiga)
- It's based on a 32-bit custom co-processor
- There's a power chair (similar to the 'revolutionary' one we've featured elsewhere in The Word), a helicopter stick and a light gun.

In all, it looks like being THE console to watch out for; but if you want to know more, you'll just have to keep reading TGM.



PC BOBBY HUBBY

If anyone is wondering what Rob Hubbard is doing now, we know. Are we going to tell you? No.

Oh, alright then. He's in America, working for EA's Product Development Team, and has to date developed several unique approaches to using digital sound effects on the Tandy, as well as squeezing superior sound out of the 64 and IBM PC.

He's recently implemented an audio driver subsystem for the IBM that uses MIDI date files and supports the IBM PC speaker, Tandy three voice, Adlib, CMS, IBM Music Feature Board and the Roland MT-32. The user can easily switch the driver at run time, with no reinstallation necessary.

This approach will allow him to concentrate on the New Hollywood products; his first major work will feature a score lasting approximately 30 minutes.

Well – you *did* ask.

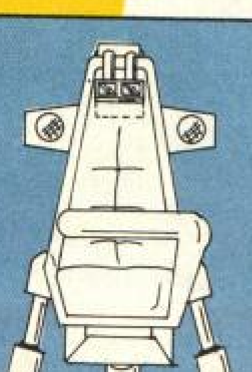
HANG ON TO YOUR SEATS!

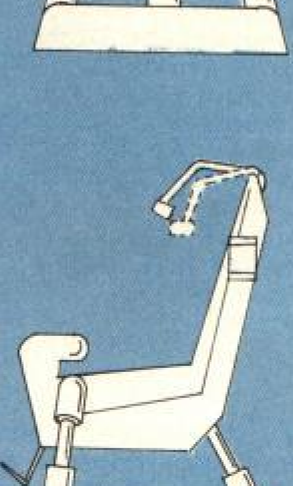
Literally the last piece of news that hit ZZAP! this month is probably the biggest. We've just received word of a 'revolutionary' add-on for the 64 and, in the near future, the Amiga.

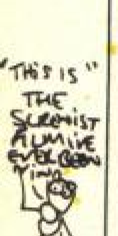
Its prototype name is the *IGEC* (Interactive Game Environment Chair) and, as you can see from the artist's impression, it's pretty amazing. It originated in Japan, the brainchild of Mr Takemika of Hai-Che Industries, who felt a gap in the home computer market had opened up for a 'cheap, reliable and top quality piece of hardware' like this. Connecting up to the expansion port of your 64, it boasts some incredible features:

- Sturdy hydraulic motor drive system to give you a genuine sense of 'being there'
- Adjustable stereo speakers fitted at head height, with up to a maximum of 30W per channel
- Pull-down 3D glasses – software has already been designed that will give that true 'simulator' feel. There's even talk of a HUD system in the pipeline!
- Optional stick control: in the US, the range is from helicopter sticks through to steering wheels – just like the Konix multi-system.
- It comes in a variety of colours (red, black and yellow), and sizes (Junior, Intermediate and Adult)

But will the technology justify the price? Brett Starkie, of Motive Power Systems in America has reported sales 'in excess of half a million' in the first few months – the IGEC retails in the US at just under $400. At current conversion rates, this would mean a UK price of £250. Can you afford it? If the claims made by Hai-Che Industries are true, can you afford to miss it?







The Chartz

Gamestop20

1. Last Ninja 2
2. Armalyte
3. Hawkeye
4. Barbarian 2
5. Bubble Bobble
6. Great Giana Sisters
7. Salamander
8. Buggy Boy
9. Operation Wolf
10. Bionic Commando
11. Microprose Soccer
12. Impossible Mission 2
13. Bombuzal
14. Platoon
15. Project Stealth Fighter
16. Cybernoid 2
17. PacLand
18. Target Renegade
19. Emlyn Hughes' Int. Soccer
20. Wizball

AmigatoP10

1. Starglider 2
2. Elite
3. Pacmania
4. Speedball
5. Rocket Ranger
6. Buggy Boy
7. Interceptor
8. Bombuzal
9. Operation Wolf
10. Captain Blood

Coin-Optop5

1. Double Dragon
2. Operation Wolf
3. R-Type
4. Wec Le Mans
5. Dragon Ninja

top10fishygames

1. Way of the Exploding Fish
2. Squidex
3. Arcod Classics
4. Troutsuit Manager
5. BMX Salmonator
6. Spratoon
7. Prawnject Stealthfighter
8. Gold, Solever, Bronze
9. Plaice 2
10. Finders Kippers

(from Craig 'Tuna' Coyle, Glasgow)

Remember! The ZZAP! Charts are voted for by YOU. Send a list of your Top Five 64 and Amiga games, your fave coin-op and an Alternative Top 10 (if you want) to: **ZZAP! Charts, PO Box 10, LUDLOW, Shropshire, SY8 1DB** and you could be the lucky mackerel-tickler to win £40 of software.

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After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you. Lose and kiss it goodbye.
VINDICATORS
PLAYER
FUEL

BLASTEROIDS

Imageworks, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Strange things have been happening to the atmospheric conditions of some planets, and now the Colonisation Corps think that they have discovered the source. A mysterious shape has been spotted on the deep-space scanners, surrounded by a large number of smaller blips. Without further ado, the Corps sent out probes to investigate the traces. Unfortunately, all the messages sent back were pitifully short and no probes ever returned. The messages have two things in common, though: they all mention asteroids and a large green creature named Mukor.

Meanwhile, the Corps has sent a fleet of drone-controlled ships to the scene aboard huge space troopships. The mission: to destroy the asteroids Mukor has surrounded himself with and then go straight to the jugular for the Mukor kill.

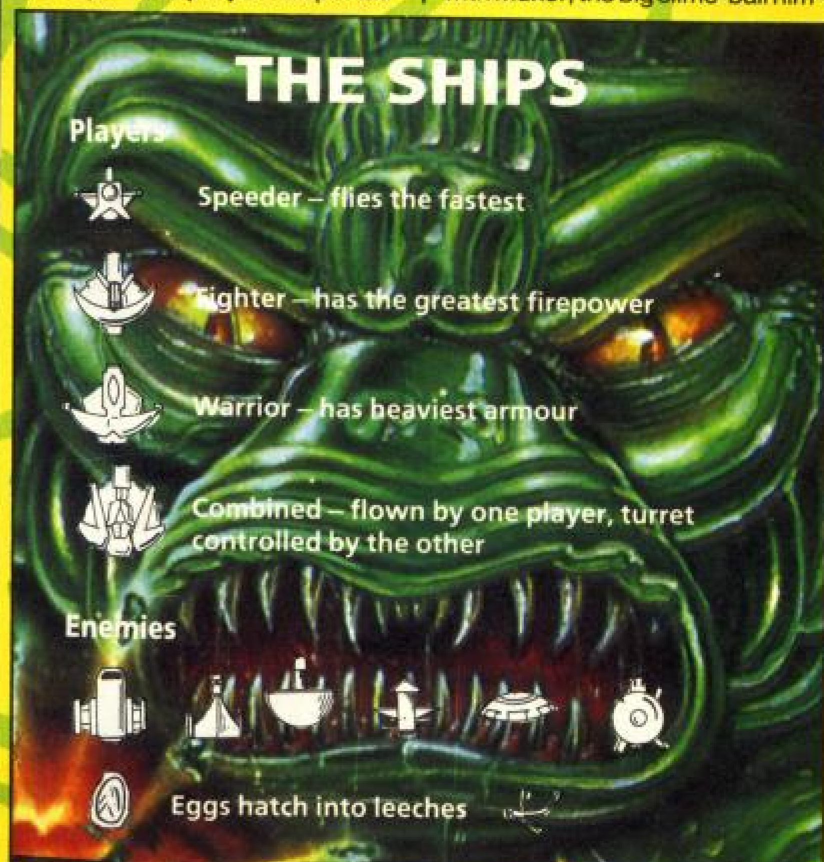
The attack craft consist of three types of ship (see *Ships* box). Remote control allows you to switch between them at any time; the required ship is just teleported into the fray whilst the last fighter is returned to the mother ship. If two ships are in combat, they can be joined for extra efficiency. The craft can only withstand a certain amount of pressure and collisions cause their energy supplies to diminish. Lucky for you that shooting a red asteroid releases energy crystals that can be used to refuel.

Just to make things that extra bit more awkward, the system is patrolled by enemy spacecraft. When you've shot some of these, they drop bits of useful equipment which can be added to your attack crafts' weapon systems (see *Pick-ups* box).

Clear all the sectors in a galaxy, and your craft are sent in to battle with Mukor, the big slime-ball him-



▲ The 64's sector selection screen: there's a long way to go, but you're armed to the teeth . . .





◀ Arcade quality graphics are typical of the Amiga version of *Blasteroids* (Amiga)



I love the arcade version of Blasteroids and have shoved my hard-earned tokens in the slot many a time. Now that I can play it at home I can save a considerable amount of money, because the computer versions are *very* similar to the coin-op . . . well, the graphics and gameplay are – I'm not too sure about the sound. Some of the effects heard in the arcade version are incredible and were a major selling point of the game. This stops the 8- and 16-bit versions of Blasteroids from being *absolutely brilliant* instead of really good. Still, if you like the arcade game, get yourself off to the nearest software dealer and check it out. Now if I can just get Maff off the Amiga for a few minutes . . .



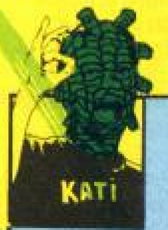
PICK-UPS

- Power crystal – adds to energy reserve
- Blaster – gives double fire
- Shields – save energy reserve
- Ripstar – mega death-dealing weapon
- Extra fuel capacity – enlarges energy tank
- Booster – increases thrust speed
- Magnet – attracts crystals
- Hit power – increases blast impact

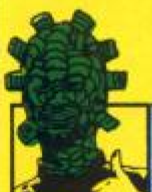
self – he only dies once all his tubes have been blasted off (ugh!).

Not that this is necessarily the end of the fight, though. Mukor's a pretty weird being and if any of that revolting slime escapes, it may well form itself into another creature for you to destroy. Whoopee!

conversion 89 factor



I haven't had much experience of Blasteroids **in the arcades, as Gordo always gets to the machine before me, so I hardly get a look in. This time it's different: the Amiga version is *just like* the arcade game (minus sound), and the 64 captures the feel tremendously. The graphics are extremely good, with well-drawn and smoothly animated sprites moving across atmospheric backdrops: the amount of objects on screen on the Amiga is incredible – and not a flicker in sight. Despite the lack of faith to the arcade sound FX, both versions have some pretty neat musical accompaniment (well, *I* liked it). What we're saying is: if you're a fan of the original, check it out!**



I thought that Atari's idea of rejuvenating Asteroids **was pretty ridiculous when I first heard about it, but when** Blasteroids **finally appeared I had to concur that it was a good idea after all. Now that the arcade game has appeared on home machines, all we could hope for is that they've translated the game properly. Well, I think I can safely say that the Amiga's graphics are just about arcade perfect and the 64's sprite animation fully captures the feel of the original. The only thing that really bothers me, being an Amiga music fan, is the poor sound. The tune's OK – if a little repetitive – but the sound effects are really just tuned 'crunch' noises. Still, who cares when the game's so playable we've been having fights over it all day? Right! I'm off to have another go . . .**

▼ Go get 'em, boy! Only a couple more weedy bricks left and then it's on to the next sector! (64)



▼ Maybe you'd do better if you had someone else playing with you; with only a single credit left, it doesn't look as if you're Mukor-bound on this go . . . (Amiga)



64		amiga
84%	**PRESENTATION**	87%
	The layout is excellent and the Amiga's intro screens and in-game hints make up for the multiload.	
78%	**GRAPHICS**	84%
	The 64's sprites aren't arcade perfect but *are* well-animated. The Amiga version has detailed backdrops and loads of brilliantly animated whizzing objects.	
80%	**SOUND**	62%
	Highly disappointing Amiga sound effects, but the tunes on both are OK.	
90%	**HOOKABILITY**	90%
	Everyone knows how to play this – just shoot everything!	
82%	**LASTABILITY**	82%
	Gets progressively harder . . . and harder and harder . . .	
83%	**OVERALL**	**88%**
	An extremely playable, top class arcade conversion.	



ZZAP! 64/AMIGA

SUPERTRUX

Elite, C64 £9.99 cassette, £11.99 disk

Have you ever wanted to jump into a large juggernaut, and drive about very quickly? No? Well go away then, 'cos in *Supertrux* that's exactly what you've gotta do! So, get that six-wheeler out, rev the engine until you start getting lots of hassle from the neighbours, and rip up the roads!

Believe it or not, you are a happy-go-lucky lorry driver, craving for a change from the dreariness of the long-haul transport trade. Sitting in the local Greasy Spoon cafe, you hear talk of a continental road race for truckers being staged by an obscure oil-rich sheik, with a first prize of . . . well, quite a lot of cash, I can tell you, matey.

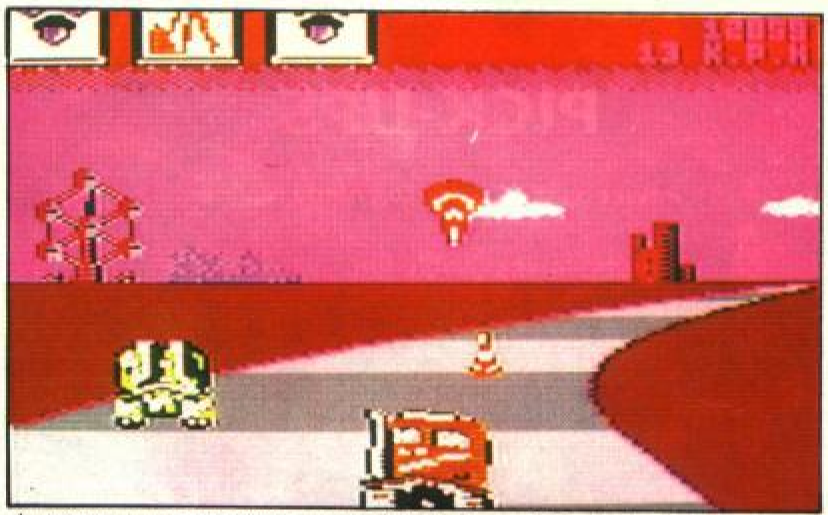
The race is to wind and roar its way through the capital cities of the main Western European nations, ranging from the hustle and bustle of gay Paris, through the historic splendour of Rome, to Athens, centre of ancient myths and fables and big statues of naked men.

With acrid, black smoke belching out from your truck's exhaust, you begin at the starting line in London, England, where a quick countdown sends you on your way. Your objective is to reach each of the different capitals of Europe, avoiding such hazards as traffic cones, roadblocks, oil slicks and the other blokes taking part in the race, as you progress.

A map shows all the different routes you can take and a time limit is allocated for the completion of each stage. Fail to finish in time and that's the end of the continental holiday for you – Yorkie bar or no Yorkie bar.



Supertrux, while in no way outstanding, is one of the more playable 3D road-racing game on the C64. Why? Well – the 3D works, for a start, and on-road hazards turn the whole adventure into a lot more than just one of those endless 'drive on until you're blue in the face' sort of affairs. Not that there's anything special about the graphics – there's the usual stripy two-colour road effect and instead of a car, you've got a truck. Big deal! This still doesn't even come close to the quality of Buggy Boy, but it's certainly a whole lot better than some 3D turkeys I could mention.



▲ **A bit blocky, and not the greatest 3D in the world, but not a bad game for all that**



Yet another in the long line of inferior Out Run type racers, Supertrux isn't really any better than the rest. Isn't it about time that someone found some other way to show movement than by using that awful, two-colour pyjama-stripe effect? I mean, Buggy Boy came out nearly two years ago – you'd think somebody else would have got the hang of decent 3D by now! A not very juggernaut-enginey effect drones on throughout play – just about preferable to the mind-meldingly boring title track – and it doesn't exactly help that the program keeps throwing all sorts of unexpected obstacles into your track. If you really wanna be a trucker, buy a Yorkie bar.

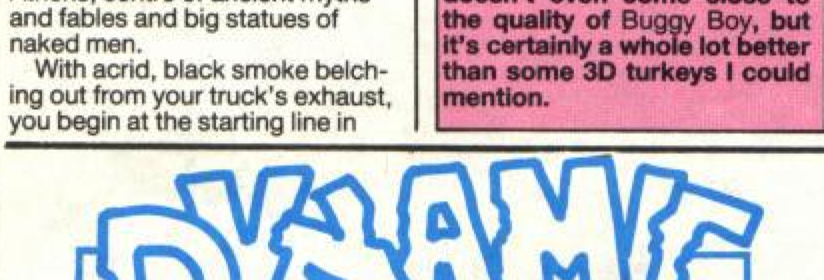
DYNAMIC DUO

Firebird, C64 £9.99 cassette, £12.99 disk

In the furthest reaches of a magical realm, one unfortunate soul has become trapped in the evil Night House. His only chance of escape is to find the hidden Calculation room and solve its puzzle. The task is daunting but he has help. He's got a duck.

Together they make the *Dynamic Duo* (honest), helping each other to search the house, but to be frank (Carson? Sidebottom? Bough? Maybe not), we didn't see them put on their tights and capes. Haha! OK, suit yourself . . .

▼ **A duck and a dwarf make a dynamic duo?**





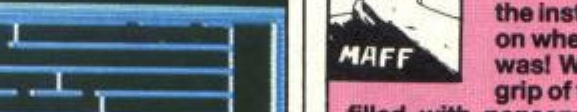
Yawn! Another arcade adventure that takes place in a mystical realm or a haunted houses! Thing is, this has absolutely no redeeming qualities about it whatsoever – no that's a lie, it has got one . . . the GAME OVER message! The programmers seem to have realised that the objective is extremely simple, so they've made the enemies encountered so nasty that it's almost impossible to survive for very long at all. Presentation, sound and graphics aren't exactly overwhelming and as for the naff instructions – 'refer to your computer manual' is not my idea of helpful loading advice. A couple of games of this and you'll definitely have had enough.

To find the Calculation room, the duo must unearth ten key pieces, hidden in treasure chests throughout the Night House. The duck can fly around the house much faster than the man can walk, but only the man can open the chests to find the keys, so team work is needed to search the whole house efficiently.

Whenever they separate, two different screens show the positions of man and duck so you can tell if trouble's on the way. The human half of the team carries a map which is viewed when the duck is perched on his shoulder. Once the key pieces have been collected, certain rooms are shown on the map, but they may



Whilst Dynamic Duo was loading, I decided to read the instructions so that I would know what was going on when I played the game. What an experience that was! Whoever wrote them didn't exactly have a full grip of the English language, since the whole thing is filled with nonsensical sentences and appalling punctuation. Maybe it was written by the same person that programmed the game, since that's equally confusing. The graphics are poor with badly drawn sprites and bland backdrops, the control system uses an atrocious player swapping method, and the sound consists of a nauseating tune and some horrible spot effects. After one game I found myself drifting off and thinking of something else – anything except this game! Not an experience I want to remember . . . well, only to remind me never to play it again.



Every now and then, appropriate hazard warnings (you know, men at work, slippery road and all that) flash up to get you in a right panic about exactly what to do just when you thought you were doing really well.
And, er . . . that's it.

PRESENTATION 55%
Average storyline and messy screen display.

GRAPHICS 45%
Blocky sprites and obstacles and a fairly unconvincing rolling road.

SOUND 41%
Bland tunes and a totally non-engine-like drone.

HOOKABILITY 41%
First impressions aren't too favourable as your truck wobbles from side to side on the starting block.

LASTABILITY 55%
Interest picks up as roadside hazards are encountered, adding an original twist.

OVERALL 57%
Another technically dowdy road racer, its relative originality being its saving grace.

not be the right ones so the Duo have to investigate.
A whole load of nasty, ghostly creatures are intent on doing in the hero, but luckily both man and bird are armed with ghost guns which can dispatch the ghoulies (oo-er) and move boulders to crash through walls giving access to other rooms.
While the monsters advance, the hero stands firm and says, 'I've got a duck and I'm not afraid to use it!'

PRESENTATION 25%
Shoddy appearance, very limited options and a horrendous control method.

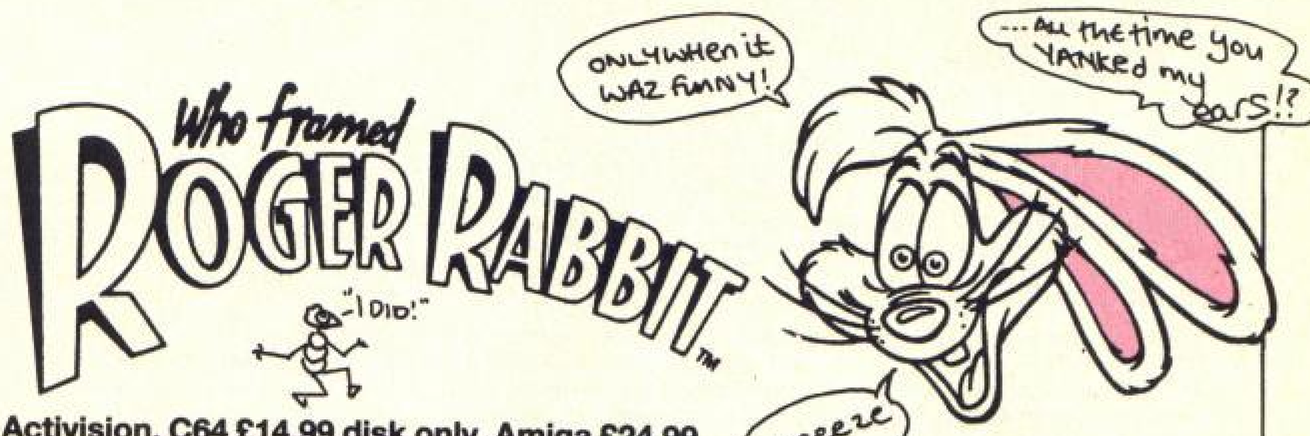
GRAPHICS 31%
The sprites and backgrounds are very bitty and don't create any atmosphere at all.

SOUND 33%
A repetitive tune and some squeaky sound effects.

HOOKABILITY 20%
The first game is so user-friendly it lasts about thirty seconds . . .

LASTABILITY 14%
The second game lasts about forty.

OVERALL 19%
Less of an arcade adventure than a test of stamina – which we all failed.



Who framed Roger Rabbit

Activision, C64 £14.99 disk only, Amiga £24.99

It's a sad, sad day for the inhabitants of Toontown. The proprietor, Marvin the Gag King, has left for that great animated feature film in the sky, leaving behind his last will and testament, which bequeaths the whole of his sprawling metropolis to the Toons who inhabit it. The trouble is, the silly old huffer declined to tell anyone where his will was . . .

To add to the troubles, the completely and utterly not-very-nice person Judge Doom is threatening to destroy the Toons and their dwelling with his invention, 'The Dip' (a chemical which dissolves Toons on contact) unless the document is found. It is your task, as Roger Rabbit, to find the will before Doom can unleash his Dip (?!?) on Toontown.

There are three levels, each one representing a different scene from the film. Level one has you traversing the streets of Hollywood in Benny the Toon cab, trying to lose Doom's heavies, while at the same time avoiding the pools of Dip on the road. Beat Doom's boys to the finish, and you arrive at the Ink and Paint Club.

This time Roger rushes around the tables, retrieving all the napkins (one of them's the missing will). Attempting to halt your progress are Penguin waiters who replace the napkins, and Gorilla bouncers who throw you out if you go near them. Finding the will sends you to the Gag Factory, where Doom's right hand Toons, the Weasels, are waiting. Destruction of these varmints leads to Doom himself, whose ultimate defeat means tranquility in Toontown once more.



For a start off, three levels is not what I'd expect from a conversion of a mega-watched film. I'm sure that a blockbuster such as Who Framed Roger Rabbit **has enough content to spawn at least a couple more scenes (what's happened to Eddie Valiant and Jessica Rabbit, for instance?). I wouldn't mind so much if the levels on offer were worth playing. Graphically they're fine, albeit a tad on the titchy side, and music and sound effects add some atmosphere to what's going on. The problem is that the gameplay itself is severely diluted, almost to the point of coming out of a tap. It might just be me, but I can't seem to prise any fun out of jumping over cars or running round tables. Sorry, but this isn't one I'll be overdrawing at the bank for.**



▲ **The graphics on both versions of *Roger Rabbit* are OK – but that's more than you can say for the gameplay (64)**



Roger Rabbit **relies heavily on presentation to present a worthwhile package to the gamesplayer, but fails abysmally because what's there isn't really that outstanding to begin with. Okay, so the stills of the various Toons are fairly impressive, but once you get down to the game proper, there just isn't anything in it to warrant prolonged play. The main character sprites are pitifully small, even more so on the Amiga than on the 64, and sound fails to significantly impress. Stick to the film. It's a hell of a lot more satisfying than this.**

64		amiga
68%	**PRESENTATION**	60%

Funny, clear opening stills from the film and a free 'Gag Catalogue' clue sheet compensate for the weedy cardboard packaging and the need to reload when you lose.

64		amiga
52%	**GRAPHICS**	81%

Well defined and animated sprites and colourful backdrops. Sprites are too small, though.

64		amiga
37%	**SOUND**	58%

A selection of basic effects and fitting tunes help to create some sort of atmosphere.

64		amiga
68%	**HOOKABILITY**	56%

The subject matter itself, as well as the humour at the start, guarantees at least some interest.

64		amiga
14%	**LASTABILITY**	14%

Lack of variety and sheer pointlessness ensures boredom quickly.

28% OVERALL 27%
Another game which relies on a licence rather than technical merit to impress. Avoid.



LIVE + LET DIE

Domark, Amiga £19.99

Have you ever noticed that James Bond only spends about five minutes in his fancy vehicles until he's captured? Well, in the game of *Live and Let Die* you play the part of 007 and you have to spend a bit more time in your speedboat than in the films!

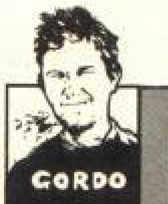
The first thing to conquer is the target practice stage, which involves hitting a set number of targets whilst dodging rocks in the river. Next come the training missions, set in the Sahara (a *river* across the Sahara?) and the North Pole.

After that, you can move on to the big mission. This involves traversing the Everglades using your new skills. Can you reach the hideout of Dr. Kanaga and put a stop to his nasty drug dealing?

No, don't tell me. I don't really care.

▼ ***Buggy Boy?* Who said anything about *Buggy Boy?***





This is really a lot like Buggy Boy, **right down to the bouncing over logs and climbing up the banked walls. Not that that's a bad thing as** Buggy Boy **is a really good game, but this license seem to lack that certain something to make it special. The controls just aren't fluent enough to allow you to get stuck in and there isn't enough going on. I think I'll stick to dry land.**



There seems to be a lot of 3D drive and shoot games around at the moment, but instead of leaning towards the Roadblasters **type,** Live and Let Die **is more like that game with the beach buggy (you know the one). It's quite playable for a while, with some nice 3D and use of colour, but it soon becomes apparent that there isn't much to keep you occupied for more than a few goes. Not the worst 3D game ever, but then again it's nowhere near the best.**

PRESENTATION 68%
A few missions and a score table, but an 'iffy' control system.

GRAPHICS 84%
Good 3D and nice use of colour throughout, but the boats sometimes lack crispness.

SOUND 71%
Some nice spot effects and a passable title tune.

HOOKABILITY 82%
Good fun blasting things to bits at first.

LASTABILITY 66%
Not that much depth for such a big game license.

OVERALL 68%

A fair 3D blast 'n' bump without the necessary flair to make it special.

4TH AND INCHES

Accolade/US Gold, Amiga £19.99

Thirty-two, sixteen, fourty-eight . . . Hut! Hut! Hut! Everyone knows that Americans worship American Football more than they do the Pope, but what's it all about?

Well, your basic objective is to transport the ball from one end of the field to the other, scoring a touchdown if you reach the other end. You've got a number of different offensive and defensive moves at your disposal.

You take the role of both coach and players, selecting the team, strategy and different types of play, then putting those strategies to practical use. Played using either mouse or joystick, you can go just as silly in front of the telly as the Americans do in a crowd of a hundred thousand other lunatics.

▼ **This is virtually the same game as the 64 version – and that's why it isn't quite as good**





With TV Sports Football **as its competition, you've got to admit that** 4th And Inches **doesn't look so good. Technically, the Amiga version is just as accurate as the 64 and gives you pretty good game of American Football, but frills-wise – there just aren't any. The graphics are just a bit more well-defined than on the 64 and that's about it: no improvements in terms of presentation and nothing to add that bit of extra spice to the game. If you like your simulations bare and boney, you'll definitely love this. Everyone else, try it out first.**



Whereas TV Sports Football **uses the Amiga to produce some quite dazzling graphic effects,** 4th and Inches **doesn't show any improvements over the 64 version, released about a year ago. There's not much in the way of sound, either: just a couple of basic tunes and a second or two of sampled crowd roar. This *is* an accurate, if slightly easy, sim of American Football – but faced with a choice between this and the competition, I know which one I'd rather buy.**

PRESENTATION 68%
Neat screen display. Joystick or mouse option. One or two players.

GRAPHICS 42%
Basic, poorly animated sprites on a bland pitch.

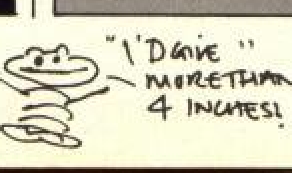
SOUND 40%
One or two uninspiring tunes, and a snippet of sampled crowd cheering.

HOOKABILITY 62%
Unfussy American Football lovers (who don't own *TV Sports Football*) will love it.

LASTABILITY 60%
If you enjoy the sport, you'll probably keep at it for quite a while.

OVERALL 69%

An accurate, no-nonsense sports simulation with a slightly disappointing no-frills approach.



NEC

PC Engine

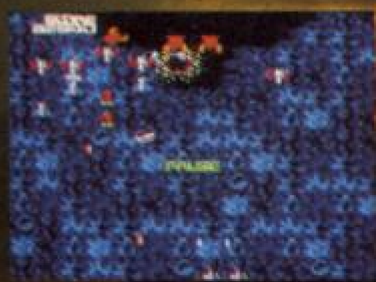
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Vigilante



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R-Type 1



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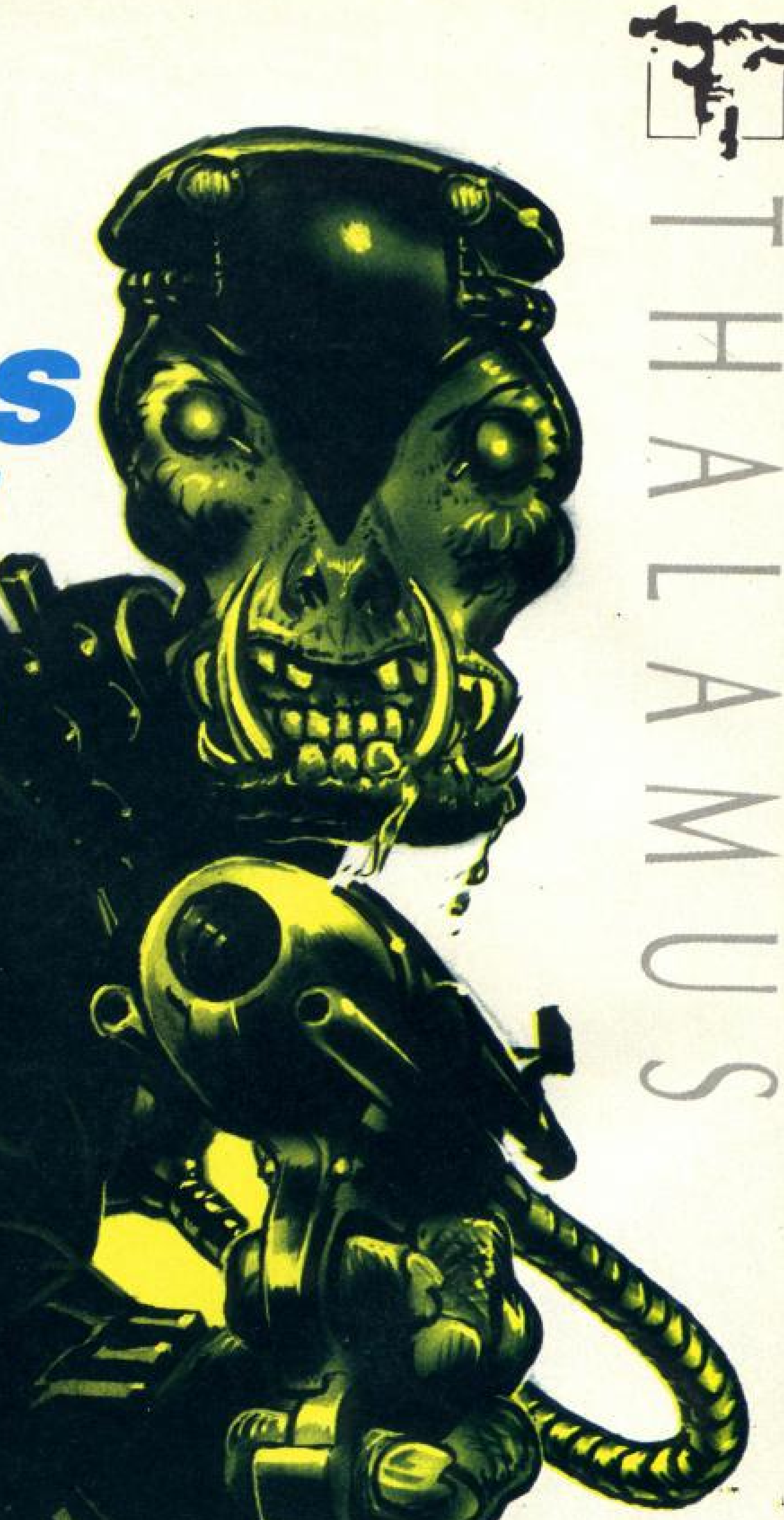
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SIZZLER



▲ If you've ever fancied playing God, now's your chance . . .

POPULOUS

Electronic Arts, Amiga £24.95

●Play God or the Devil and mash lots of people

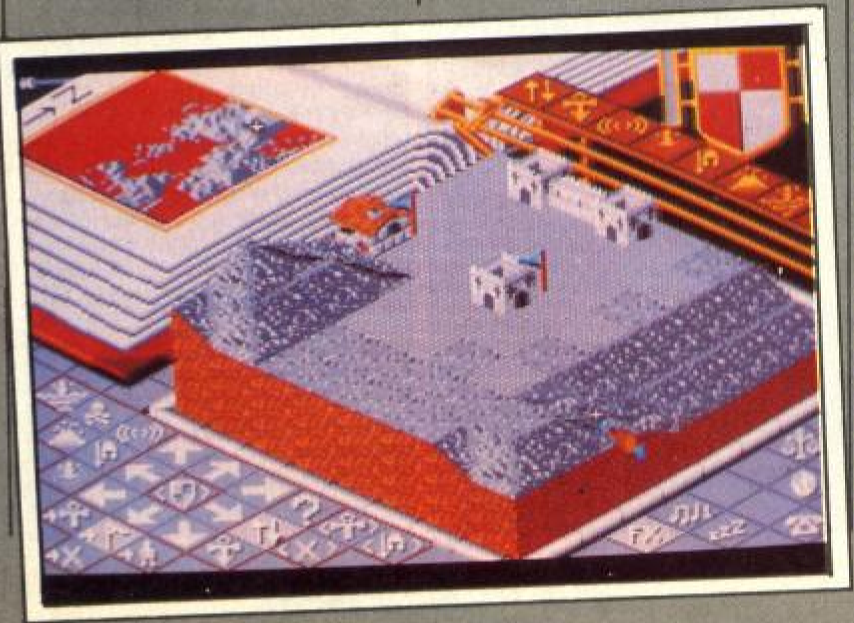
Every Divine Being needs followers, otherwise how do they get their power? Simply going around saying *'I'm God, I am'* won't do. You have to have some faithful people that believe in you and some to spread The Word.

This is your situation in *Populous*. You are a deity with a few followers trying to scratch out a living on virgin soil. The canvas on which you paint things consists of a 'Book of Worlds', which contains deserts, fields and ice regions; the map which shows a close up of a section of the current worlds and on which you control events; and the control icons. You must move across the land, building or lowering ground levels to allow enough clear space for your followers to build settlements, from mud huts through houses to castles; the larger the settlement the more powerful your people.

Unfortunately, another deity is trying to spread *his* population across the land. The world isn't big enough for two races, so you must try and stop him from spreading whilst building up your own territory. This can be done by turning your leader into a knight and sending him on a raid, or using 'divine intervention' to cripple the opposition, both of which require a certain amount of Manna. Your Manna level is shown on a bar at the top of the screen, showing the choice of interventions open to you.

The game is won when you have managed to keep your people alive and destroyed all the opposing population and settlements.

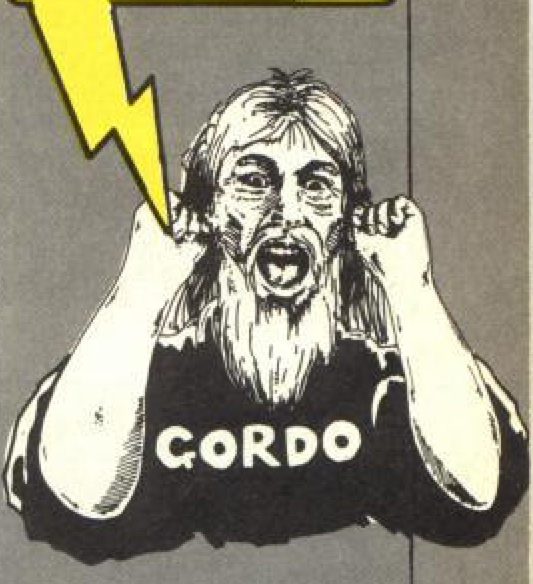
▼ That sea looks pretty red, doesn't it? If I were you, I'd get some pretty heavy destruction going





This is one hell of a weird game! The idea of playing God may seem a bit strange to some people and indeed playing Populous **is a strange experience – but an enjoyable one. The first thing that strikes you is the incredibly atmospheric sound, with ethereal music and heartbeats all over the place, but you soon get involved in the complexities of the game, building cities, constructing land masses, electing leaders and crippling your opponent! The graphics are also of a very high standard, nicely depicting the land shapes and buildings; in fact, everything about the game is so neatly constructed and put together, with so many little touches – like the arsonist knight and the LED blinking in time with the heartbeat – all of which help to make it an experience well worth £25. Try it and see.**

I haven't seen such an original game since The Sentinel. **How do you make a game about playing God? I'll tell you how – you spend ages developing the concept and constructing a system, design superb graphics that work incredibly well, add wonderfully atmospheric sound to create an eerie feel and you put it in a package called** Populous. **And that's just what Electronic Arts have done! Even though the actual concept of building a population and spreading across the world is quite simple, going about the task is a different matter altogether. Once you've managed to conquer the realm, you'll want to do it again and again . . . It probably won't appeal to everyone, but I can't for the life of me see why. It's brilliant!**



PRESENTATION 99%
Loads of options, easy to understand layout and icons, and a myriad of little touches.

GRAPHICS 92%
Superbly solid scenery with well drawn features and easily identifiable icons.

SOUND 88%
Choice of music or sound FX, both of which are subtle and amazingly atmospheric – perfect for the game.

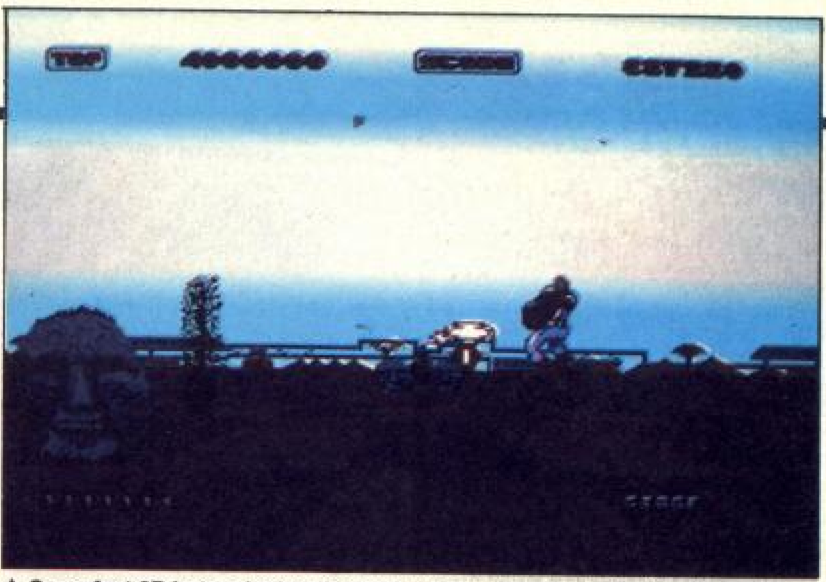
HOOKABILITY 89%
All the icons and options could be initially confusing and the complexities may take a while to grasp.

LASTABILITY 93%
Once you get into it it's an overwhelming experience.

OVERALL 94%
An amazingly original and superbly constructed strategy game.

ZZAP! 64/AMIGA

Space HARRIER



▲ Superfast 3D but no hydraulic chair – *Space Harrier* is a brilliant game that doesn't quite make the top grade

Elite, Amiga £19.99 disk

All over the globe, factories are falling into ruin, economies have fallen apart, interest rates are rising, the TV companies are out of business and (worst of all) milk production has come to a standstill. No more Shredded Wheat for you, mate.

So what's behind all this? A band of deadly, virus-like aliens which have infected every part of the planet with their horrible disease, that's what. Pretty nasty, huh? So absolutely, horrendously nasty, in fact, that the combined efforts of the army, the navy, the air force, the fire service, the police, Machoman *and* Postman Pat have been totally liquidised in their attempts to stop it.

Just when you thought that the end of the world was nigh, when everybody though it was OK to eat lots of cream cakes 'cos they were gonna die tomorrow anyway, a little speck became visible in the sky.



Well, this is a lot better than shoving 50p into a hydraulic machine gadgi and then dying three times before you've even had a chance to stick your bum on the chair. I reckon, if you're the sort of person who can't even stand losing 2p in the bubble gum machine, this is *the* conversion for you. Not only do you get all the entertainment value of brilliantly smooth full-screen scrolling, incredibly breathtaking and mega-fast action, you also get it for the price of 40 goes one of those fancy metal machines you have to wait ages to get a shot at. Bargain or what?

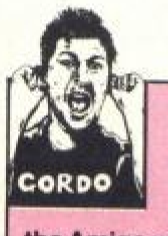
Was it a bird? Was it a helicopter? Was it a speck of chocolate on your glasses? Nope, da da daaaaaa – it was Space Harrier. Yeaaah!

With nothing but a laser and a jetpack to his name, he battles through waves of ugly looking aliens, dodges dangerous missiles, survives end-of-level tussles with great, big enormous fire-breathing dragons, tries to stop himself from splatting, slap bang into the nearest obstacles, gets his eyebrows singed and still survives.

Some selfless guy, huh?

Not really. He just couldn't face another day without three Shredded Wheat.





I'm not on a diet for nothing you know. If I keep off the doughnuts for long enough, I might actually manage to squeeze my porky loins into one of those snazzy arcade style hydraulic chairs. Then again, maybe I'll stick to the doughnuts and keep on playing the Amiga version because it's just as good. I'm really impressed at the way they haven't compromised on the full-screen scrolling and the breakneck speed of the 3D action. If you want a really fast-moving arcade conversion, get your grubby hands on this – it's a lot more fun than a poke in the eye with a pointed stick.

SUPER HANG~ON

Electric Dreams, Amiga £24.99

A few years ago a strange machine began to appear in arcades across the country. It consisted of a monitor in the front of a red replica of a racing bike. You were supposed to sit on the bike and lean sideways to steer round the corners. That was *Hang-On*.

Later a whole new breed of 'moving' race games began to spring up, so Sega came up with another machine – *Super Hang-On*, This took the original, improved the graphics and sound, added new stages and tunes and gave players a different bike to sit on.

Some proclaimed that the new version was the best racing game ever, 'even better than *Out Run*' (I wonder where that one came from . . .), so naturally there had to be a conversion . . .

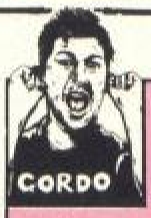
And this is it, folks. First off, you pick mouse or joystick, (you can even adjust their sensitivity). Next comes a choice of circuit (6 stages in Africa, 10 in Asia, 14 in America and 18 in Europe) followed by a selection of one of four tunes or sound effects. After all that, it's off to the starting grid . . .

You've got a single-gear racing bike with the option of a nitro-injected turbo boost for that added VROOOOM, to help you get past those troublesome riders that slow you down and cause you to veer off course when hit.

To win a race, you've got to finish all the stages within the time limit – otherwise it's back to the pits for you, Barry.

▼ Forget the 64 version – this is as close to the arcade game as you're going to get on a home micro

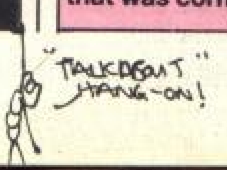


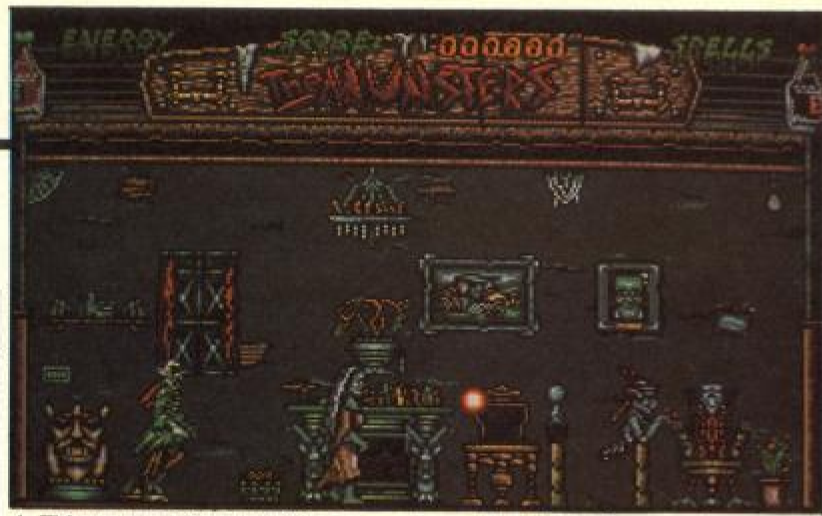


The 3D effect of Super Hang-On **makes me feel as though my hair should be blown back by the breeze as I play it. This is its major strength and, let's face it, it's the one that really counts. The power of the Amiga has been used very well, allowing large sprites to be displayed and animated very quickly to give a very accurate rendition of the arcade original. The only thing I'm disappointed with is the sound. The motorbike just drones and the tunes are . . . well, poor. Still, it's a great conversion and a brilliant game in its own right. Now where's me heavy biker boots . . .**



I was a great fan of the original Hang-On **in the arcades and the few games that I had of** Super Hang-On **were equally enjoyable. Electric Dreams have done a great job on the conversion, from the large detailed bike sprites to the fast and effective 3D. The feel of the controls seems to have been nicely worked out too, giving a very comfortable steering action to play with. There is little difference in presentation between this and the arcade version, except for the multiload – and that doesn't detract from the gameplay in any way, as it only occurs the first time you pick a new circuit. So, all you racers out there, forget your leathers and pick up your mouse (*God* that was corny).**





▲ Things are getting dark in here: maybe we should just give up and throw the disk away . . . (Amiga)

conversion factor

89

PRESENTATION 52%
Nothing special – title screen with digitised speech and high score table. See The Word for details of a possible hydraulic chair add-on.

GRAPHICS 84%
Fast-moving 3D backgrounds with smooth and clearly defined sprites.

SOUND 54%
Warbling in-game tune but very rough speech (nothing like the coin-op).

HOOKABILITY 90%
So like the arcade game, it's got instant grab.

LASTABILITY 81%
A pretty simple concept behind all that 3D, so your initial interest might wane.

OVERALL 85%
A pretty hot conversion of an even hotter arcade machine.

conversion factor

94

PRESENTATION 88%
Good front end, comfortable steering method, choice of mouse or joystick, several tunes and control adjustment.

GRAPHICS 93%
Clean, crisp and large sprites whizz through a superb 3D environment.

SOUND 53%
Whiney motorbike sounds and four choices of dire music which fail to reflect the game's action.

HOOKABILITY 93%
Great fun to play as you zoom along at ridiculous speeds again and again and . . .

LASTABILITY 90%
The appeal may wear off slightly once you've completed all four circuits, but they're going to take some beating!

OVERALL 89%
A great motorbike game and a brilliant arcade conversion.

THE MUNSTERS™

Again Again, C64 £9.99 cassette, £14.95 disk; Amiga £19.99

The Munsters aren't half a weird bunch. I mean, they walk around looking like death warmed up . . . OK, they look like death still cold, but that's not the point. The point is that they're nice! They don't go around haunting or terrorizing, they just all look . . . weird.

Now Mr Pointy Tail himself, Old Nick, has decided that such a weird, ghostly looking family should be doing devilish things. To try and persuade them, he uses evil tactics to blackmail them – he kidnaps Marilyn, the pretty blonde one! Ooh, the rotter. The rest of the Munster family – Lily, Herman, Eddy and Grandpa – must go to the rescue.

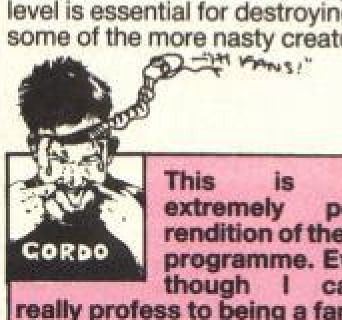
You kick off as Lily, by zapping some of the ghosties that Old Nick has filled the house with to increase the spell level. The spell level is essential for destroying some of the more nasty creatures and for reviving the other members of the family so that they can help you. This isn't all you need though, since you must then collect various objects which will allow you to kill the ghouls and monsters and activate the family.

Walking around the house, you may get the impression that some of the locations are inaccessible. Indeed they are, until you get the right object and build enough spell power to dispatch the spirit guarding the door or stairwell, allowing you to search other rooms. But beware! Any touch by a member of the underworld saps your energy, eventually causing death. Gasp!

The family *must* rescue Marilyn! They can't fall ill to the will of the Devil and turn to the ways of the underworld! Or can they . . . ?



I got the impression while playing this that the programmers of The Munsters haven't been keeping up with the pace of arcade adventure development. It looks ancient in all respects: dull graphics, awful sound and archaic puzzles. The Amiga's graphics are marginally better – you can just about recognise the characters portrayed – but they're still well below the standard that the machine is capable of. The first half dozen or so games are taken up by aimlessly wandering around getting killed by all manner of annoying ghosties; even when you do work things out it hardly seems fair or logical. Oh, and you'd think that 16-bit users would get more puzzles for their memory and their money – but no, the game's exactly the same. Oh dear.

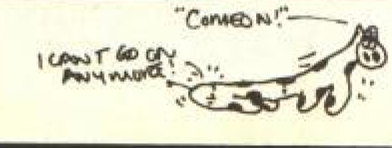


This is an extremely poor rendition of the TV programme. Even though I can't really profess to being a fan of The Munsters series, I can still spot a bad game when I see one. This is a bad game and I've seen it. Playing for about half an hour gives the initial impression that the programmers have just made the going very unfair instead of making the puzzles mind-taxing, but since it's an arcade adventure I thought I'd better persevere. It didn't get any better, though. It got to the point where I just threw the joystick across the table and gave up in sheer frustration. Yeuch.



▲ Yeuch! Herman Munster would be turning in his grave if he wasn't part of the living dead (64)

64		amiga
32%	**PRESENTATION**	34%
	Tacky appearance and a highscore table.	
28%	**GRAPHICS**	49%
	The 64 version doesn't capture the feel of the TV series at all and the Amiga version struggles to.	
37%	**SOUND**	40%
	The Munsters theme has been murdered on both versions.	
43%	**HOOKABILITY**	46%
	Starts off as a really boring experience . . .	
29%	**LASTABILITY**	31%
	. . . and finishes as an extremely frustrating one.	
30%	**OVERALL**	**37%**
	A license that has a fraction of the entertainment value of the TV show.	



64/AMIGA

ZANY GOLF

Electronic Arts, Amiga £24.95

Look across the page a minute. Notice the type of game being reviewed? It's a crazy golf simulation! Isn't that a coincidence, what with this being a crazy golf sim as well? The difference is that in *Mini Golf* most of the play takes place on flat, two dimensional greens, whereas in *Zany Golf* all the action takes place in a multi-directional scrolling, forced perspective environment.

Each hole has its own theme – castles, windmills, fans, etc – and requires special tactics to complete. You only have a certain amount of strokes for each hole and there are bonus strokes for, say, touching the fairy with your ball or completing a time bonus.



Of the two golf games that came in this month I played the Gremlin product first. I thought that they'd interpreted the game as well as could be expected, so I had quite a pleasant surprise when I loaded Zany Golf. **The strange intro sequence and intermission screens are very pretty and have a sort of Disney-cum-**Alice in Wonderland **feel about them. The whole thing is very nutty and incredibly playable; easily as much fun as the real thing. I've no hesitation about recommending this little gem.**



▲ **Fancy a game of pinball, anyone? Well, you haven't got that many strokes left, so I wouldn't mess around, if I were you**



If you notice, I say in the review of that other golf game that I really like mini golf. Zany Golf **captures much more of the feel of a real game of crazy golf, with its strange buildings, mental tunes and weird bonus systems. The only thing that concerns me is that there are only nine holes to play, which means that once you've completed them you may get a bit bored. Having said that, I've been playing for a while and I'm still not bored. Check it out!**

PRESENTATION 78%
Four-player option, wonderfully atmospheric appearance and great touches throughout. The multiload's a bit odd, though.

GRAPHICS 76%
Extremely well drawn and coloured intro screens and holes; slightly messy scrolling.

SOUND 85%
Superbly weird tunes add exactly the right atmosphere.

HOOKABILITY 91%
As soon as you see the stupid title screen you know it's going to be fun.

LASTABILITY 80%
Only nine holes, but they should take a while to complete and you can always improve your score; the four-player option guarantees long-term interest.

OVERALL 81%

A great 'sports' game which is good for a laugh or ten.

DUGGER

Linel, Amiga £19.99 disk

Remember that Stoneage bloke? You know, the one with a sheep's head hairdo and one of them sledgehammer gadgies? Herbie Stone?

OK, now squeeze your mind really hard through about six time warps . . . nnurgggh! Right, now you should be back far enough to remember that very, very old coin-op, *Dig Dug*.

Put them together and you get a game all about digging tunnels and trying to destroy nasty aliens by dropping bricks on them or inflating them until they burst. And that's it.

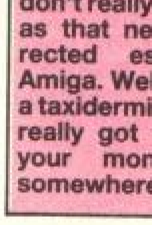
Blows yer mind, eh?

▼ **How much digging can a Dugger do when a Dugger should be called Dig Dug?**





Nice intro sequence, everso nice presentation and music but they've left out one teensy weensy thing. How about a bit of gameplay, maybe? I haven't seen a Dig Dug **machine for oooh, at least four years, and I don't really think a game as old as that needed to be resurrected especially for the Amiga. Well, not unless you're a taxidermist anyway. If you've really got the urge to throw your money around, aim somewhere else.**



Phwoar eh? Another game which leaves steaming skid marks on the outer limits of technology, I don't think. Haven't you seen lots of games like this – like Boulderdash **maybe? Yup, me too, and I'd rather play them for two quid on the 64 than shell out 18 more for this. Not that it isn't any fun at all making Tarzan noises and blowing up parrots for a couple of hours – just very pricey. Too pricey, if you ask me.**

64

You can all breathe a big sigh of relief because there are no plans as yet for a 64 version. Phew!

update

PRESENTATION 70%
Involved cartoony introduction with digitised speech; two-player game.

GRAPHICS 45%
Bright, colourful sprites and backdrops, but the game doesn't exactly call for anything involved.

SOUND 60%
Plenty of neat in-game and introductory tunes with a few suitably silly sound effects.

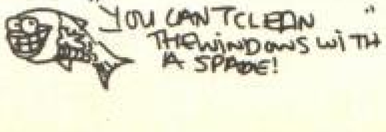
HOOKABILITY 50%
Not hard to get into and quite good fun for a bit.

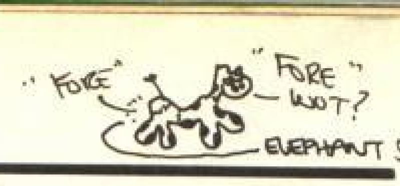
LASTABILITY 25%
The incredibly repetitive gameplay has absolutely zilch depth, so you won't be playing for hours on end.

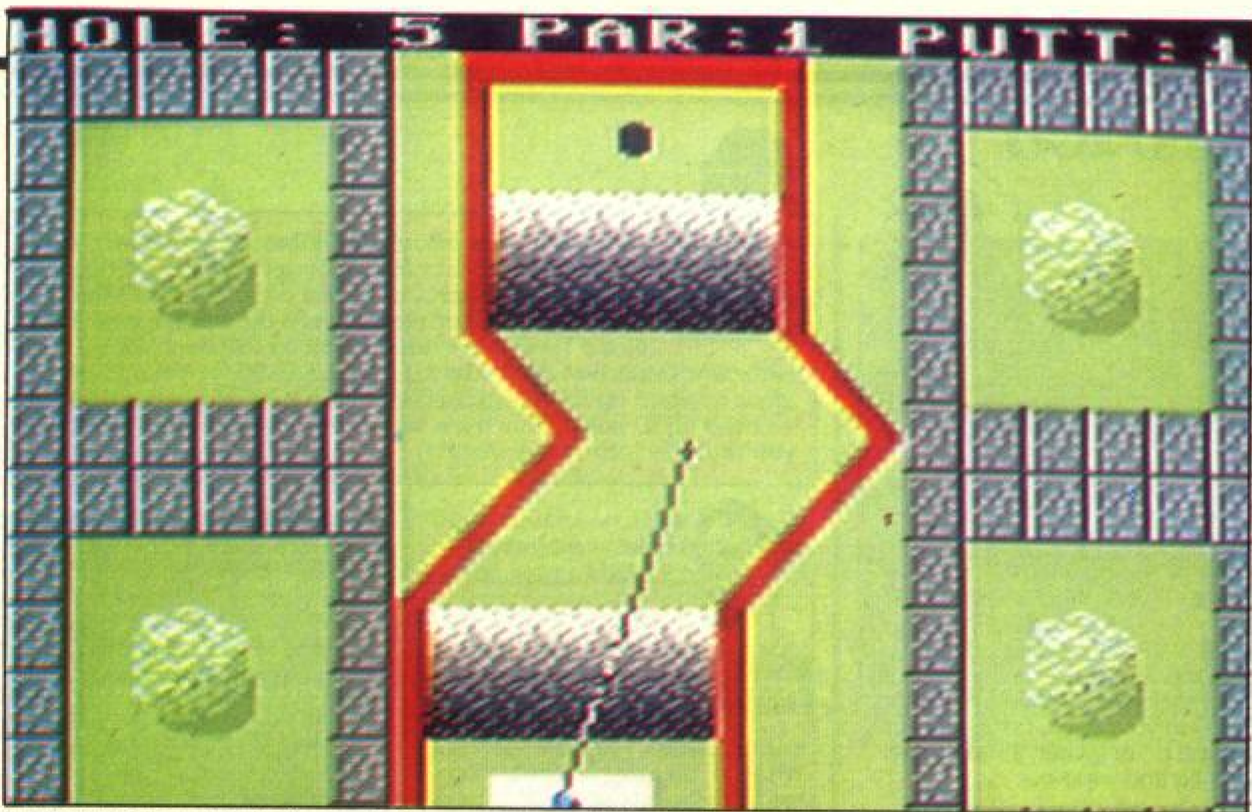
OVERALL 31%

A very basic game design which should have gone out with the Ark.









▲ The graphics may not be the most advanced in the world, but this is quite a lot of fun to play (64)

Mini-Golf

Gremlin, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

Isn't it funny how, whenever you play crazy golf, most of the people playing aren't children? And they never seem to feel ridiculous about walking along little tracks hitting golf balls through plastic windmills?

Now here is a computer game that should appeal to just those kind of people. *Mini Golf* is a simulation of *the* miniature sport to be found at holiday resorts everywhere. Up to four players can take part over a set of eighteen holes. Just to be awkward, drainpipes, windmills, bridges and ramps, all viewed from overhead, are dotted all over them.

You start off by placing your ball on the white starting pad. Next, aim your shot by moving an extendable line to indicate the power and direction of the putt. But beware! Hitting the ball too hard at the hole causes it to skip over, so the power line is useful. Take too many strokes on any hole, and you're slung off and given a penalty.

On the Amiga version, you have the choice of playing on either Beginner or Expert level, the former being the standard eighteen holes viewed from overhead (as on the 64) and the Expert level taking place on a more 'surreal' set of holes, ranging from dragon and castle scapes to a giant businessman's desk (?).

At the end of the game the scores are added and displayed on a scorecard. That's when you declare the winner and start beating up your mates.



Some of my greatest holiday memories are of playing mini golf whilst severely under the influence, so playing this game fully alert was quite an experience. Imagine my surprise when the 3D effect of the expert level seems as though the player's drunk anyway! The graphics may be very nice, but what difference does that make when you can't tell which way's up or down? This is a pity since the Beginner level is extremely playable, especially with friends.

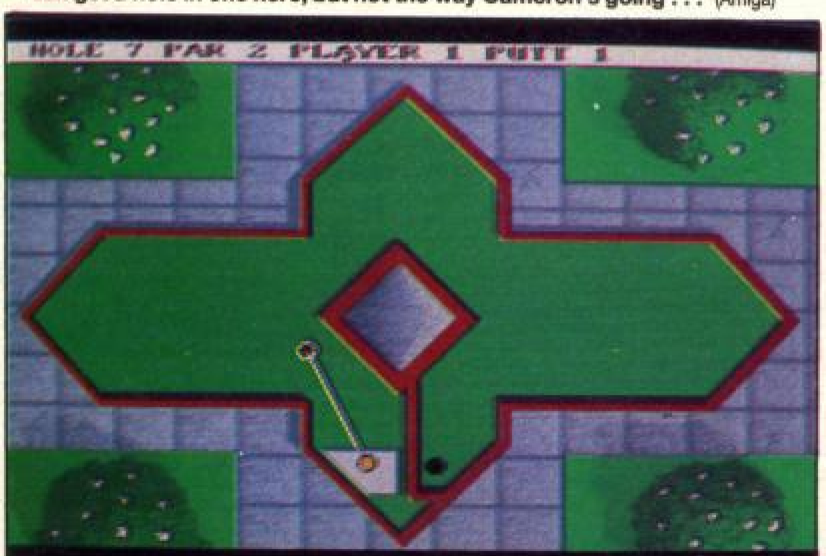


I like playing mini golf – in fact, on holiday, I go out of my way to force everybody I know to play it! On first sight, both versions of Gremlin's Mini Golf **seem to be well designed and implemented simulations, with an easy aiming method, clear layout and varied hole design. Thing is, on completing the easy level on the Amiga, moving onto the second set of holes proves to be a strange experience (woo-ee-oo). Most of the action takes place in a peculiar pseudo-3D environment, which just doesn't work like proper 3D and is more confusing than anything I've ever seen. Shame really, 'cos if the 2D's anything to go by, it could have been great.**

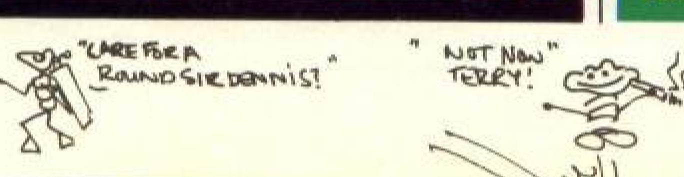


I played the 64 version of this first and thought that it was a rather good game with some nice touches (such as the pixellated screen changing effect) so the improved graphics of the Amiga version were initially pleasing. However, when it came to playing the higher stages I found it almost impossible to tell where the hell the ball was going! Why not come up with some more devious holes instead of just being confusing – because the play system of the 64 version and the first level of the Amiga version is great. My advice is to try this out first – you may be disappointed.

▼ Basic graphics, basic sound, but a pretty nifty game. Oh – and you can get a hole in one here, but not the way Cameron's going . . . (Amiga)



64		amiga
63%	**PRESENTATION**	55%
	Four-player option, plus good appearance and control – except for the Amiga Expert stage.	
63%	**GRAPHICS**	62%
	Functional and generally well laid-out, but there isn't much colour on the 64.	
41%	**SOUND**	37%
	Equally weak effects on both versions.	
60%	**HOOKABILITY**	62%
	Easy to pick up and enjoyable to play at first – especially with friends.	
46%	**LASTABILITY**	38%
	Not enough variety on the 64 version and a poor Expert stage on the Amiga, but the multiple player option should keep you putting for a while longer.	
57%	**OVERALL**	**52%**
	An initially pleasing program that loses its appeal rather quickly.	



ADVANCED SKI Simulator

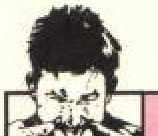


Codemasters Gold, Amiga £19.99

Anybody feeling a little put out because of the recent lack of snow? Well, fret no longer because, thanks to those chilly chappies at Codemasters, you can do a Fergie and slope off on the Piste whenever you wish, in the guise of *Advanced Ski Simulator*.

Viewed in three dimensions, this gem gives you the chance to compete against either the computer or a friend in a frozen frenzy down one of seven snow-lined ski slopes. Its release has been timed for the start of the new ski season, so don your thick, tastelessly coloured polar jacket, jump on the ski-lift and wipe-out . . .




CORDO

Heard the one about the latest Codemasters Gold Amiga game? Someone bought it! Ha ha ha ha!!! Seriously, though, Advanced Ski **is an exceptionally poor piece of software, made out as the best thing since Mother's Pride loaves by the completely OTT self-congratulation on the box. I mean, £19.99 for what is basically a souped up 8-bit budget game with a bit of sampled sound – come off it, guys! Only think about purchasing** Advanced Ski **if you're really into verbal insults.**


MAFF

After reading the prose on the box, I thought to myself 'Hey! This sounds really good!' Then I loaded it up. What a disaster! Apart from the fairly good graphics, which still aren't a patch on most games, there's absolutely no difference between this and the £2.99 8-bit budget version. The digitised sounds are crackly, and don't add to the feel of the game at all; even worse is the fact that the skier disappears off the screen if he gets too far behind, making it almost impossible to get back on because of all the different jumps. I've saved my biggest gripe with Advanced Ski **till last: the price. Twenty quid for software of this quality is daylight robbery.**

PRESENTATION 57%
Sickeningly self-congratulatory packaging. Awkward controls, seven different courses. Two player option.

GRAPHICS 35%
Not surprisingly, mostly white. Disjointed figures float around while the scrolling carries on without them.

SOUND 39%
Pathetic, crackly digitised effects.

HOOKABILITY 40%
May appeal if you were planning on going to the Alps this year.

LASTABILITY 30%
Go anyway.

OVERALL 37%

Budget software with a high price tag.

FLYING SHARK



Firebird, Amiga £19.99

This has been converted from an arcade game, so you can guess the basic idea. That's it, the single pilot batiling against overwhelming odds, armed with only a single gun and a few smart bombs . . . and so on.

This time he's piloting a fighter-bomber bi-plane, trying to advance as far as possible into enemy territory . . . well, you know the rest.

At first you really are armed with only one gun and a few bombs which destroy all enemies within a certain range. By shooting a fleet of special aircraft and collecting the capsules that appear, you also get multi-fire cannons which become more powerful the more capsules you collect. Extra bombs can be collected by destroying certain tanks along the way.


MAFF

As arcade conversions go, this is rather weak, *but* as shoot 'em ups go, it isn't too bad. Once you've got over the fact that Firebird hardly seem to have bothered about how accurately they've converted the game, it's quite enjoyable to play. It is a little unfair at times, though – especially when you lose a life to a team of fighters pumping bullets in all directions – but you soon learn the tactics to overcome this. A high price for an average conversion.


GORDO

These days a shoot 'em up has to have some outstanding feature to lift it above the wealth of blasting games currently on the market. Unfortunately, Flying Shark **has absolutely no remarkable feature designed to win over the half-hearted gamer. The arcade version boasted very pretty graphics and sideways scrolling to expand the play area whereas the Amiga has fairly nice graphics, but has lost the sideways scroll. I can't really see why, 'cos the Amiga most certainly has the power to include them. Pity they didn't make the extra effort.**

▼ **That scrolling is a tad on the jerky side – not that that's going to worry you; you'll spend all your time avoiding things**



conversion 4/1 factor

PRESENTATION 50%
A score table and two difficulty levels is your lot.

GRAPHICS 71%
Adequate sprites and rather flat backdrops.

SOUND 24%
Weak spot effects and an absolutely dire soundtrack.

HOOKABILITY 70%
The going is tough and frustrating for the first few plays.

LASTABILITY 67%
Not a great deal of variety, but it will take some getting through.

OVERALL 68%

An average blast with no real distinguishing marks.

ELIMINATOR

Hewson, C64 £9.95 cassette, £14.95 disk

In a far off time, many light years from our own galaxy, a war is raging between two races: the Omagons and the Julars. For too long, the Omagons had been capturing Julan citizens and shuttling them back to Omagar, as slaves to work in the mines. Being the weaker race, the Julan government turned a blind eye to the problem, insisting there was no threat.

Luckily for the Julan authorities, a group of rebels has found a chink in the Omagon armour: the mysterious Elcron crystals, growing deep beneath the planet's crust. Omagar is so polluted that only these crystals, which filter off surface toxins, prevent it from becoming a dying planet. Trouble is, due to intense mining methods and constant bombardment by the Julars, the crystals are running out.

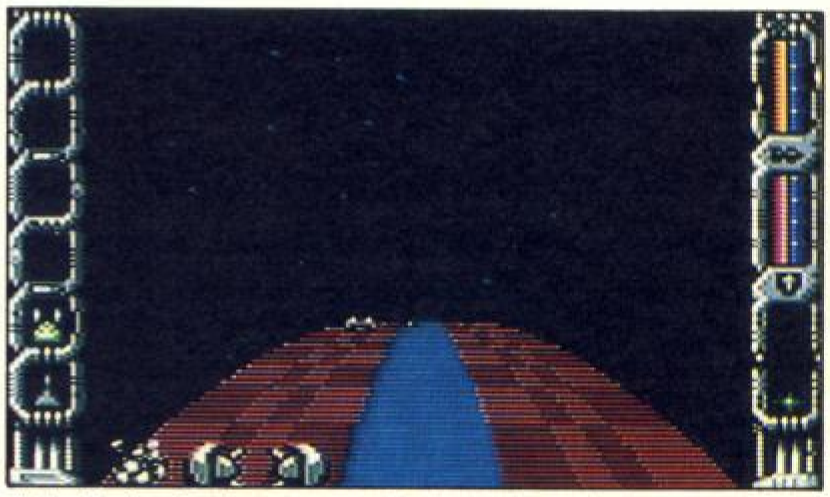
To protect the remaining few, the Omagons erected a series of long, winding roadways, guarded by almost impenetrable energy fences and heavily armed soldiers. The official Julan army has been finding it impossible to get past; the unofficial rebel army, on the other hand, has been paying its scientists a lot more. They've come up with a special power source, an ultra-strong metal and the ultimate Eliminator fighting machine.

All you've got to do is take charge of this fighter, get out onto Omagar's scrolling 3D causeways and take on the enemy might. Easy. Well, it would be if the road wasn't blocked by so many treacherous barriers and guarded by fierce enemy alien formations.

You start off with three fighters and an energy supply for each. Pick up the icons for extra weapons (multiple fire, dispersed fire – the usual thing) or top-up ammunition. Every now and again, you can move up a ramp which gives you enough power to leap over obstacles and land. And you don't even get a hair out of place – I bet you think you're *really hard.*



If the action didn't keep slowing down and there wasn't quite so much boring waiting around for something to happen, I'd really have enjoyed Eliminator. **I mean, the 3D scrolling is smooth, the in-game tune is atmospheric (could have done with some sound FX, though) and the gameplay's pretty unusual – it's just that the whole thing doesn't move fast enough to give it that extra edge. OK, so it looks nice, but when it comes down to it all you've got to do is a bit of fairly mediocre dodging, shooting baddies and collecting weapons. Come to think of it, most of the stuff we review has you doing that!**



▲ The third level, and some pretty nifty dodging is required



Hmm . . . well, this certainly looks very nice: fancy 3D scrolling track, lots of alien formations, plenty of obstacles, what more could you possibly want? Erm . . . how about a touch more gameplay? I'm being picky, but it does seem to me that you spend just a bit too long just sort of, well . . . going along. When you actually get embroiled in a bit of trigger finger action and all that seat of your pants skidding and dodging, it's really great – it's just a pity there isn't any more of it. So, all you joystick junkies, the moral of the story is . . . try it *before* you buy it. Bet you've never heard that one before.



What struck me most about Eliminator **was the roadway itself. Talk about smooth! Hewson have used the same basic idea as Gremlin did with** Trailblazer **to simulate a truly convincing feeling of movement. Sound is almost as impressive, with a couple of extremely good tunes playing throughout. The only thing lacking really is long-term gameplay: it's all good fun for a bit, but on some levels the gaps between aliens are just a bit *too* long, so it starts to wear a bit thin. Still, if you're after one impressive piece of software, you could do a lot worse than have a look at this.**

▼ The action is hot, but the control method is not. One wrong move and your internal slug drive will let you down



PRESENTATION 74%
Neatly laid-out documentation, and well-presented screen display with good rainbow effect.

GRAPHICS 71%
Smooth 3D scrolling road and some imaginative sprites, which slow up when there's a lot happening on-screen.

SOUND 72%
No sound effects, but a couple of well-groovy tunes urge you through each level.

HOOKABILITY 79%
Impressive presentation and easy-to-learn gameplay ensures instant approval.

LASTABILITY 68%
Could become slightly tedious after prolonged stints in front of the screen.

OVERALL 74%

A well presented piece of programming, which would benefit from a tweak here and there in the action stakes.



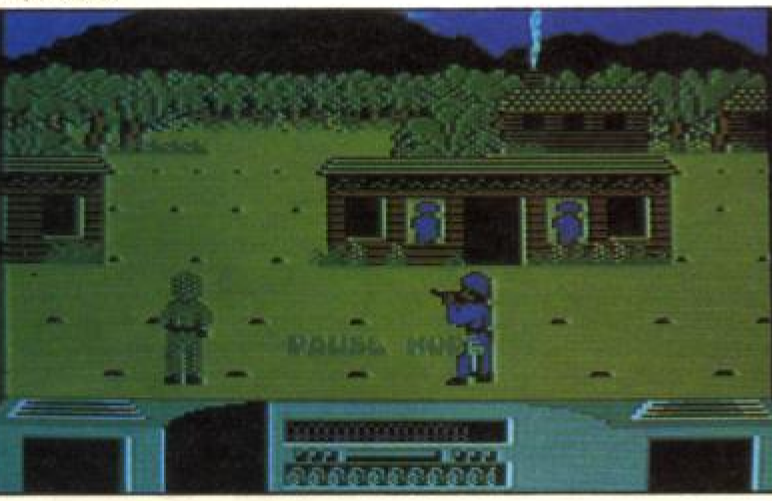


BUTCHER HILL

Gremlin, C64 £9.99 cassette, £14.99 disk

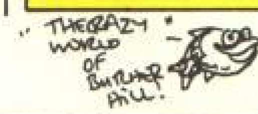
Intelligence reports suggest that POWs are being held at the guerilla outpost on Butcher Hill. Your mission is simple: jump in a dinghy, make your way up river, then battle your way through dense forest to the guerilla weapon stores. Arm yourself with their ammo, then stage a one-man assault on Butcher Hill, rescuing the prisoners and doing general gung-ho stuff. Your country's pride is in your hands – don't louse it up!

▼ **This ain't half bad, and that parallax scrolling is reeeely impressive.**





This is quite good fun to play for a while, but all three levels are highly derivative of other products. Level one is an extremely poor copy of Live and Let Die**, with some pretty pointless river-running and blasting. As for the others . . . one in particular looks very much like parts of** Platoon**; the other owes a lot to** Operation Wolf**. While not being brilliant by a long chalk (the graphics on stage one are awful),** Butcher Hill **could be enjoyable for fans of the one-man-army genre. Sample afore ye purchase.**





While employing some pretty atrocious graphics in level one, with a river that looks just totally static, the rest of the game isn't that bad. Stage two is probably the best of the lot, taking a lot of ideas from the tunnel section in Platoon **– but it's fast and colourful, and lends well to this kind of product.** Butcher Hill **is littered with some typically Gremlin tunes and effects, being fairly well done but totally out of place in the product they're with. If you're not absolutely sick of this type of game, it could provide you with some fun for a few days – but not much longer than that.**

IK+

System 3, Amiga £24.99

Everyone's idea of a jolly good time, I'm sure: getting repeatedly hit by orientals of diminutive stature, wearing baggy pyjamas with bright coloured belts on. What a spiffing wheeze, eh?

Instead of the usual 'you against the computer baddy' playing-style, your nerve, skill and reflexes are now pitted against TWO opposing martial artistes, in an all-out struggle for glory and survival.

The massacre takes place by a secluded Far Eastern beach. You've got a wide selection of suitably violent moves and your main aim in each level is to fill the six circle symbol thingies at the top of the screen.

Each stage survived moves you a step closer to receiving a higher Dan or skill level and a change in belt colour. Your ultimate goal in life is to reach the coveted Black

ORIENTAL OPTIONS

So many, in fact, that we've only got space for a few. Wanna see more? You'll just have to play it, then.

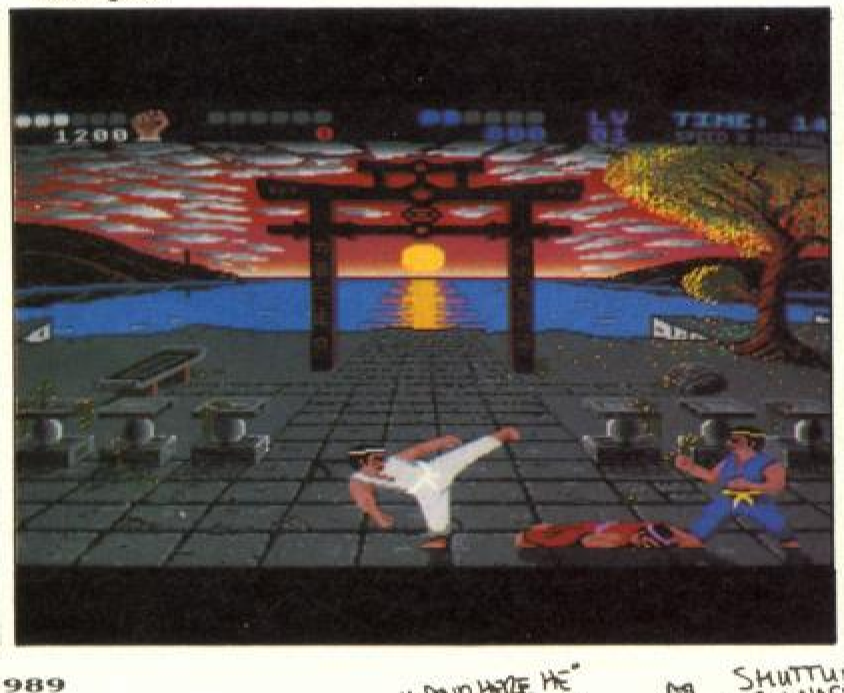
Speed

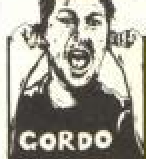
f6 – Turbo
f7 – Swift
f8 – Normal
f9 – Boring
f10 – Extremely slow

The Rest

T – Trousers fall down
SPACE+P – sound FX in pause mode
B – Different shield
* – Scroll colours

▼ **Try pressing the function keys for some 'amusing' effects. Well, we laughed**



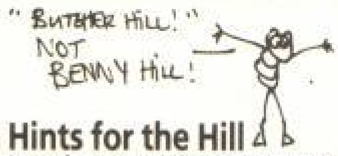


While the C64 is drowning in a sea of beat 'em ups, its big brother has hardly had any of real quality – until now. It's quite a relief to see one as good as IK+ **smashing its way on to our screens. It's dead slick for a start: little dancing silhouettes, psychedelic rainbow effect on the title screen, fluent and accurate animation of the three fighters in the game. On top of that, you've got loads of amusing additions like a periscope popping up from the ocean and the fighters' trousers falling down (well, *I* thought they were funny, anyway). Oh yeah – the gameplay. It's brill: the best kicking simulator I've seen on any computer – buy it, despite the price.**



The whole make-up of IK+ **oozes quality. The graphics are bright, colourful and very well animated, even down to the little worm which keeps on crossing the screen (aah!). There's a staggering amount of different moves to try out, including a fantastic back-flip, which is really handy for getting behind someone and giving them a sharp smack in the head. It's so realistic when they shout out, you actually cringe with pain. Like most beat 'em ups,** IK+ **is going to lose a certain amount of pulling power after a while, through lack of variety. On the other hand, it's got brilliant gameplay and really outstanding graphical additions, so who cares?**





Hints for the Hill

Level One: Helicopters drop supplies of ammo into the river at regular intervals
Level Two: Shoot the mines on the floor or you'll be blown up!
Level Three: Shooting at the chopper will make it fly off

PRESENTATION 54%
Poor instructions and awkward control method. Colourful animated title screen.

GRAPHICS 55%
Sloppy graphics and animation on level one, getting a lot better on later stages.

SOUND 48%
Jolly but out of place tunes and effects, which add little to the atmosphere of the game..

HOOKABILITY 40%
Uninspiring first level will put many people off, but becomes more enjoyable further into the game.

LASTABILITY 58%
Fairly enjoyable, but too easy to complete.

OVERALL 52%
A playable but very average mixture of exploration and shoot 'em up.

Belt status, and the only way to do that is to continually smack, punch and generally abuse your way through a multitude of steadily harder challengers. Good, eh?

Every two levels there's one of two bonus stages: either deflect bouncing balls using a shield or kick and dodge a series of bombs. Aaa-so.

PRESENTATION 93%
Two-player game, excellent title screen and front end with a wealth of both useful and trivial options.

GRAPHICS 88%
Colourful sprites with some fantastic animation plus amusing background characters.

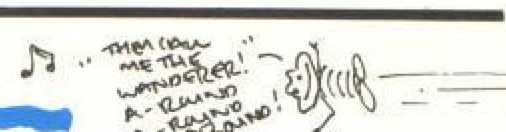
SOUND 83%
Realistic squeals of agony run side by side with a lively up-tempo oriental ditty.

HOOKABILITY 85%
Has enough polish and playability to grab your attention immediately.

LASTABILITY 77%
Once play is perfected, however, interest is bound to diminish a bit, even with the two-player option.

OVERALL 86%
The best karate game you can buy for the Amiga – so far.

WANDERER



Elite, C64 £9.99 cassette, £11.99 disk; Amiga £19.99

This is a bit of a weird fish. The 64 version of *Wanderer* has a different plot to the Amiga version. Oh well, here are the both of them. First the 64 . . .

In deepest space there exists a group of ten planets ruled by the evil dictator, Vadd – an android who has forced the planets of the system to obey his command.

Now the system's inhabitants have turned to you – the Wanderer.

To destroy Vadd and the War Drones you need to obtain a Mega-Disruptor by trading in Disruptors (much like playing poker) or building your own. This isn't just a matter of going and asking for things, oh no! First, you've got to travel through space and shoot things to bits, *then* you go to the planets and ask for things.

Special 'variable disruptors' can be found in black holes. They're used to gain extra value in your 'hand', but in order to enter a black hole you must have a achieved a certain skill rating.

The Amiga scenario takes place many years into Earth's future. Near extinction, the cat has become the most valuable commodity in the Solar System. The evil android Vadd (you know, that burger we mentioned before) has stolen the cat and is keeping it hostage.

Your quest is to fly around the system trying to win 8000 cat points or construct a poker of aces whilst playing cards on the various planets. After that, you confront the droid himself. Obviously, he can't play cards and such a confrontation terrifies him. Hasn't he heard of guns, then?


CORDO

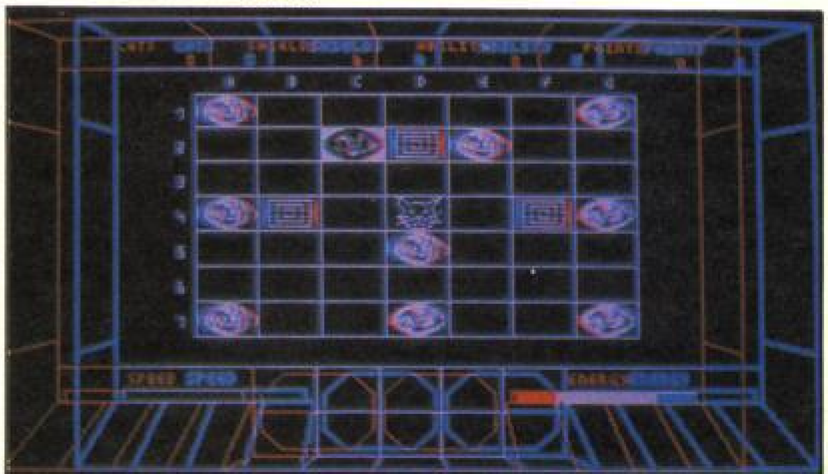
Well, well. Another game with a gimmick. The 3D effect works quite well, but I can see people having problems if they've got a TV that is slightly off – and you can always lose the glasses! The thing is, without the 3D there isn't much else to Wanderer. **Both versions are extremely boring, with little more to do than float around loosing off the odd blast then land on a planet and be totally confused by the warped card-game logic. It seems that the whole point of adding the 3D has been lost because there's just not enough going on. I thought we'd seen the last of games like this a long time ago; I was wrong.**


MAFF

Forgive me if I'm wrong, but isn't the point of using 3D in a game to give extra thrills and exhilaration? You don't get any of this in Wanderer **because the action is so mind-numbingly boring. The Amiga version has faster graphics than the 64, but this advantage is negated by the fact that it's all in one colour. Come to think of it though, even when wearing the 3D glasses, the appeal soon wears off once you've shot a couple of ships and been confused by the card game – or *pseudo* card game on the 64, as even that's been made to sound pretentious. A vector-graphic turkey.**



▲ **Isn't it about time you stopped wandering around and got down to some serious blasting?** (64)

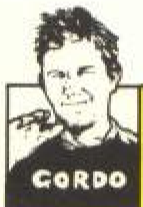


▲ **The Amiga version provides you with an opportunity to see things in 3D; unfortunately, this screenshot is two-dimensional** (Amiga)

64		amiga
47%	PRESENTATION	49%
	Gimmicky 3D but hardly anything else to add any atmosphere. The instructions are quite good, though.	
29%	GRAPHICS	43%
	Well planned 3D (with glasses) but dull otherwise – and the 64 version is incredibly slow.	
30%	SOUND	26%
	Average tunes but terrible sound effects on both versions.	
20%	HOOKABILITY	21%
	The Amiga version is instantly boring and the 64's snail pace is extremely offputting.	
15%	LASTABILITY	15%
	Exactly the same lack of variety and excitement on both versions.	
16%	OVERALL	18%
	A tedious game with a gimmick and not much else.	

AMIGA

Deflektor



I'm the first to enjoy a good puzzle game (well, that's if Kati and Maff don't get there first) and Deflektor gives the impression that it's going to be a cracker. The graphics are very tidy indeed filling the screen with colourful sprites, but the sound could be better – it seems to go on and on and on. The game itself is easy to pick up thanks to the obvious objectives and well implemented control method, but the thing is that it *stays* easy. I managed to plough through too many levels too quickly. Hard luck, Gremlin, but in my view Deflektor is just that bit too boring.

Gremlin, Amiga £19.99

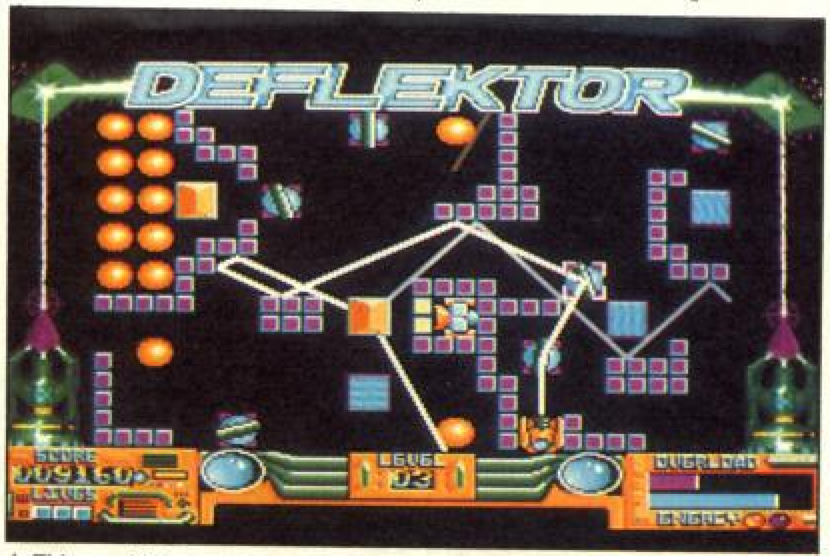
This is a game without a story. There are no aliens to conquer and no riches to be made. *Deflektor* is an out and out puzzle game.



Here we are with another of my weaknesses – puzzle games. We've had our fair share of decent puzzles recently, what with Oops **and** Bombuzal. **Now, after a long wait Gremlin have converted** Deflektor **to the Amiga. The action's fairly straightforward and easy to get into, with nicely defined and coloured graphics. The sound is OK, if a little repetitive (you can't turn it off) but the real problem is that it's just a bit too easy – I managed to get to level 43 on my first go. It's still a great puzzle game, though, and definitely deserves the attention of puzzle fans.**

It takes place on a grid containing a laser emitter and collector. The collector is blocked by some kind of obstacle, which is only removed once all the round 'cells' in the grid have been destroyed using the beam. It's deflected by a series of rotating mirrors and sent through a series of objects (converters, refractors, etc).

Whatever you do, don't let it overload by reflecting into itself – and watch out for the gremlins!



▲ This would be one of the better puzzle games, if it wasn't so easy . . .

PRESENTATION 61%
Good layout and a great control system, but little in the way of options.

GRAPHICS 75%
Clear and concise with nicely coloured sprites and borders.

SOUND 33%
A boppy tune which very quickly becomes annoying.

HOOKABILITY 87%
Very easy to get into and compulsive for a while.

LASTABILITY 46%
Shouldn't take too long for experienced puzzlers to complete the game.

OVERALL 68%

Not a bad puzzle game, but it shouldn't be as easy as it is.

CAPTAIN FIZZ MEETS THE BLASTERTRONS



The intro piece to Captain Fizz **is brilliant, with a very well drawn title screen backed with some amazing music. Unfortunately, the game fails to live up to the standard of the loader. The graphics are very weak, consisting of a few rather meagre sprites moving through boring mazes. I wouldn't mind if the gameplay made up for the weak presentation, but it doesn't. It's dull. The shoot 'em up bits aren't exciting enough and the puzzles aren't mind taxing. I've come to expect more from Psyclapse than this.**

Psyclapse, Amiga £14.99

Surprises don't come much more extreme than the one you've just had. The other day you were trotting into hospital ready for your tonsil operation. *Dead easy* you thought, *just a couple of days with a sore throat.* It came as a bit of a shock to wake up in a new body on a different planet.

Since you're trapped, you decide you might as well sign up with the Queen's Cloned Highlanders troopers.

Your first mission involves you fighting your way through the multi-level enemy base, alone or with your partner (you need two players if you want to win), to destroy the master computer. Pass codes and switch systems, open doorways and operate lifts.

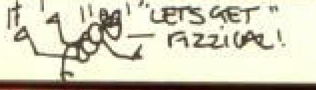
By the way, the mission is said to be impossible. Nice thought, eh?



I reckon that a puzzle game should rely on devious and mind-boggling situations that require plenty of thought. Unfortunately, Captain Fizz **lacks the necessary depth to keep you occupied, trying to rely on blasting action to make up for the simplicity of the puzzles. This wouldn't be so bad if the blasting was fast and frenetic, but it isn't – it's just slow. It does get quite involved the more you get into it, but I can see a lot of players getting fed up long before then – especially when you really *have* to play it in pairs.**

▼ Captain Fizz wi...os he'd left the Blaster-Trons alone. And so do we





PRESENTATION 55%
Great intro piece but poor in-game appearance with long messages that you can't speed up.

GRAPHICS 38%
Small and poorly animated sprites; repetitive backdrops.

SOUND 59%
Amazing loading tune but poor in-game effects.

HOOKABILITY 43%
Prètty boring from the word go.

LASTABILITY 39%
Not enough to keep even the most ardent puzzlers and blasters occupied.

OVERALL 40%

A sub-standard search game from a company that has given us much better.

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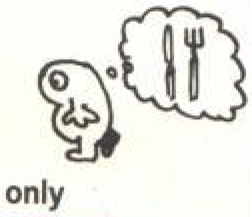
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Everyone else starts Spring cleaning about this time – dusting away all that lovely dead skin, wiping off those crusty, slimy bits, washing off the things that make a home what it is. Me? I see Spring as an opportunity to *increase* the amount of filth around. It's a time of renewal and regeneration, of enjoyment – what better way to celebrate than giving the house a good sliming, putting a firm, new layer of soil on the table and breaking a few billy goats' legs? Nothing. Right, let's get on with the Fish Bits.



FISH!



Magnetic Scrolls/Rainbird, C64 £19.99 disk only



▲ This is just the sort of place I'd hate to live in – it's far too clean



You are a small scaly fish with fins and a natty little tail. Tres chic.'

Tres chic my toenail. It just takes one look at Ken D Fish to convince me that I'd prefer to live the rest of my life without any kind of tail whatsoever hanging off my back – especially not one with spotty scales, thank you very much. Count yourself lucky that you only get to see pictures of him – that smell would put you off for life. Phwoar!

Still, if you can't beat 'em, eat 'em, that's what I always say. And if you can't eat 'em . . . well, you might as well throw in yer lot with the gurnards, haddocks, pickerels and gudgeons of this world and have a go. Use your imagination and throw yerself headfirst into this fishy stuff an' all that an' everyfin' (geddit?). I'm a dab hand (hur, hur) at that.

If you didn't see the Amiga review or wouldn't be seen dead reading anything to do with that nasty machine anyway (no sirreee, not if you put a shotgun to my head and shouted moo moo) then here's another butcher's at what it's all about.

You – bright, bold, brilliant, star of the Department of International Espionage (yes, that's you, honest salmon) and otherwise known as agent 10, are having a bit of a holiday. In fact, you're just swimming around on your back in a goldifsh bowl, when you receive an interdimensional summons from that bigwig bloke who runs the tank – Admiral Sir Playfair Panchax, the man himself.

The low-down is this: a band of deadly interdimensional terrorists – The Seven Deadly Fins – has stolen the vital components of a vital irrigation machine all set to bring water and life to the dying planet Aquaria. Your mission (and you decide to accept it, or else) is to warp to the four relevant areas and recover all the right bits. Easy.

Well, not that easy really, not while you're a fish. Now there's a fing. Lucky for you that the adventure is divided into four parts (three mini ones, and one biggy) in all of which you're allowed arms. In the fourth one, you don't have legs (just a fishy tail) but in an underwater sort of world, it's absolutely wunnerful to see what you can do with that.

You've got to complete the mini sagas (set in a recording studio, a wood inhabited by the insane interdimensional espionage agent, Micky Blowtorch, and deep in the bowels – oo-er – of a ruined abbey) before you've got enough interdimensional experience to get into the big one – and then you're really in the swimbladder.





▲ **Have I had too much to drink or do things look like this all the time?**

Fancy a trip to Padlington? A night down a guppy pub? A day at the museum? Shopping for just the right gear? A peek in your fishofax for the address of the best local snifter? Well, me old mullet, courtesy of your very own Aquaria travelcard, valid till Thursday, except on Dogger Bank holidays, you can do all that and loads, loads more. Better tread carefully though, or you may end up mashed and battered in somebody's cocktail glass – and then you wouldn't half look a prawn.

The parser's up to the usual Magnetic Scrolls standards (well, aren't most big release parsers nowadays?) and lets you type in all the usual alternatives and options (there's all that shifting graphics up and down the screen, turning the graphics off and on mularkey) but what really makes this so much fun to play is the action. It's packed tighter than a tin of sardines in tomato juice and if you like your jokes fishy (well, what else can you do with Ken D Fish – not eat him?) there's more than enough to keep the giggles messing up your gills.

Aha, me hearties – what about the price? Personally, I thought *Corruption* was pretty bad at 18 quid but £19.99 – a bit stiff! You don't even get the kind of juicy billygoat graphics that made *Guild Of Thieves* and *The Pawn* a great run for your money. These are just 'quite nice', really – not worth waiting all that disk accessing for if you ask me.

Hang about though, 'cos the gameplay is definitely worth it, and if you haven't got the dosh right now, scrape a lot of slime around in the bottom of your piggy bank until you find it. If it weren't for the shock, horror, hand me a dram of lizard's blood price and the pretty average stone the crows graphics, I'd be awarding this a Sizzler. As it is, it's getting a Chuck Vomit thumbs up. And that's not bad coming from me – especially when it's a net full of fish. Gloop, gloop.

ATMOSPHERE	85%
PUZZLE FACTOR	92%
INTERACTION	86%
LASTABILITY	94%
OVERALL	88%

VALE OF HOPE

LORD OF THE RINGS
MELBOURNE HOUSE
SOLID SOLUTIONS

Here it is folks, the long-awaited, much-desired final part of the solution. Da da daaaa . . .

You're in some bare rooms which form a small maze. Gandalf should have joined you by now, so go down and S into a square, then down twice until you get to the NW end of a huge hall. Go east into the hall. As you head east for the bridge, a great big enormous Balrog jumps over the fissure to the south. Keep on going east on to the bridge and wait for Gandlaf to do his stuff. Move east twice and, hey presto, you're at Moria's threshold.

Travelling east to get to Dimril Dale, SE and then east again, should get you to the east river bank where you encounter the taciturn elf (nice chap, this). After Strider has given his greeting, journey east until you reach the riverbank.

Just say 'help' to the taciturn elf – he'll throw you a rope and all you need to do is go NE. Brill.

Safe on the other side, Gimli and the elf start threatening each other. Keep on telling the elf to 'blindfold us' until somebody listens. After that, he'll lead you through a maze of wriggly paths until you get ot the western edge of the white bridge outside the gates. Hold your horses and just wait for the elf to knock and make sure that you get inside.

Keep moving east until you reach the bottom of a large tree and then climb up it to meet Celeborn and Galadriel. When Galadriel greets you, say hello and after that ask her for help. Do what she says have a bit of a rest.

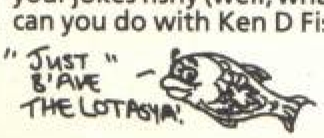
Refreshed? Off you go then back to the white bridge and go south until you reach a round clearing. Travel east for the goodies and then go back to edge of the clearing and keep moving south. When you finally reach the banks of the river, Galadriel appears and gives a present to everybody. Hurrah!

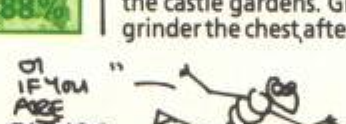
And that's it. You've done it – at last.

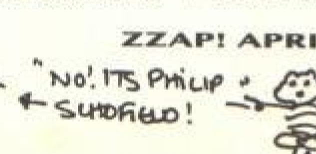
PERUSE THE CLUES

Special thanks, this munf, to . . . erm . . . Crags from Carlisle – he's getting a £30 software voucher for some of the tips below. Wooooh! Billygoats, hints and slimy tips will be gratefully slobbered over by yours truly – Vomit, the Chuck.

LEGEND OF THE SWORD: try waking a treetop monster – not killing him.
DEJA VU: shoot at the window to enter Brady's office.
SORCEROR OF CLAYMORGUE CASTLE: to get the towel, enter moat, hold breath, swim down twice, get towel, swim east and up.
BEYOND ZORK: to pass the Christmas tree monsters, put the butterfly into the hurdy gurdy and reverse him. Use the compass rose to change the direction of the winds by the castle gardens. Give the monkey grinder the chest after he's killed the nymph.
VENOM: after leaving the cave, return to the inn and talk to the customer.
SHADOWGATE: to kill the blue wyvern – get pzzaz from the observatory. The dragon in the hall is a red herring. The third key is in the banqueting hall under your feet. The contents of the globe counteract the wraith.
FISH: find a dry route to a cracking problem.
FOOTBALL FRENZY: to wash your kit, throw it into the tub, get the soap, then SCRUB KIT WITH SOAP. Hang it on the heater and go back to your office for a snooze. If you have any trouble, call the fire brigade. To fix the flat tyre on the car in town, go back to your office (check the boot first) and phone the AA.
WIZBIZ: put token in the slot in the gargoyle. The shorter of the two rules is a wand.







ZZAP! RRAP



Welcome, sensation seekers, to another three pages packed full of fun and frivolity. This is the section that *you* write, that I read and the Fat Man prints. And that's all there is to it – so read on!

STAVROS OF THE MONTH

Dear Lloyd-peep,
Hello everybod' matey peeps, Stav' 'ere innit!

This morn, I think to myself, Stav' you lazy barst' write a let' to them peeps at 'Harry' Newsfield publicash's to put some cheery cock a dood' Christmas spirit up 'em, when sud' I realise that new ZZAP! come out today, innit? So I get out off bed and bug off down to newsage's (next a door to Stav's Megadonner' Kebab house) and I pays my dosh to the woman and she a say 'Thanks Stav' you blud' sex' hunk here's your change!' I think bug' off donkey face, but I took blud little piddle change and think flip hell, not much change from blink flip two quids and I almost go back and say 'Blud hella what's happen!' When I notice this bug' tape stuck to the front!!

When I get home, I stick it in the tape deck and play 'ROBOCOP', but it's too blud hard innit? So I turns tape ove' and play blud' 'PARALETIC' but I just list' to the music cos its blud' gud innit!? While I list' to the music I am read my ZZAP! when I think you staff are blink' fun' lot innit?, Maff Ev's a look like he sit on a kebab and Gord Hought' is a right fatty!! Why the blink' heck do you have blud' verm' on your staff?, and why what the blud' hell you call a furry hamst' Kati for?!

Hey Lloyd! your bit is the best innit? I think its blud' fun' but I don't know why peeps write in and say your mag is a load of old boll's, why the blink' hell do they buy it then? Anyway I a think its blud' good innit?
James 'Stavros Dukakis' Outram, Sheffield S31 8LZ

Does anyone know what he's talking about? Other famous people impersonations like this one in the Rrap will be rewarded with a £30 software voucher – as long as they're about computer topics, OK?
LM

UP WIV AMIGAS!

Dear P.P Quimby (Lloyd)

I am writing in reference to the letter entitled 'DOWN WIV AMIGAS' in the February issue of ZZAP!

I, too, own a 64 – but should Amiga coverage be totally banished? NO! On the contrary, I think it should have a larger proportion in ZZAP! I have loved and enjoyed my 64 for three years, and will probably continue for another three! The reason I wish to see more Amiga coverage is because I like to compare game reviews of the Amiga with those of the 64, and I also enjoy seeing an even more exceptionally high standard of graphics than already seen on the 64.
Paul Bradley, Gainsborough DN21 3SN

*There are no plans to expand the space given to Amiga reviews – we spent a long time thinking about the 'new look' issue last month, and amongst other things, we decided that the current space allocation and combining of reviews was the best way to keep everyone happy. As for the graphics, the Amiga's may be of a higher standard, but the games are too often a lot poorer than those of the 64 in terms of enjoyment; very few make use of the bigger machine's capabilities (*Dungeon Master*, reviewed this issue, is one notable exception).*
LM

CHART CHANGE CHAT

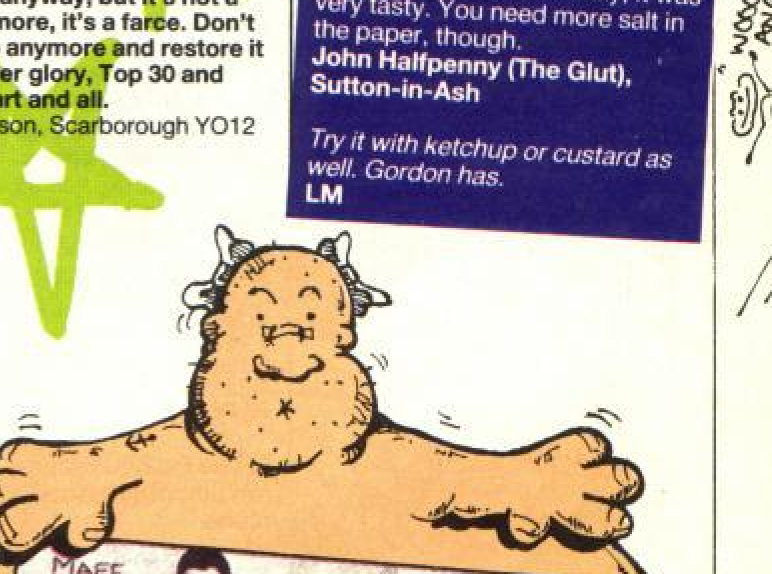
Dear Lloyd,
ZZAP! have really messed up the readers charts. It is now a stupid, insignificant microscopic blob which can only be seen with severe eye strain. First you chopped a third of the chart off and introduced stupid coin-op and video charts (the latter of which has been flushed down the bog, thank god). Now you shrink the chart so that it can fit on microfiche and replace the brilliantly unpredictable music chart with an unfunny vegetable thing which raises about 0.00001 on the laughter scale. Ha ha. I don't mind the Amiga bit as this is inevitable anyway, but it's not a chart anymore, it's a farce. Don't mess it up anymore and restore it to its former glory, Top 30 and Music Chart and all.
G Stephenson, Scarborough YO12 4SD.

The reason we changed the charts is a simple one: space. Twelve months ago they had two pages; now, as you can see from this month's section in The Word, they take up less than half a page. That's where they'll stay, since we think the important thing about a Readers Chart is the main chart itself – not the presentation or the space, or any alternative charts. However, if people really hate the new chart format, we'll change it. It's as simple as that.
LM

EAT THAT ZZAP!

Dear Lloyd,
I ate Issue 45 the other day, it was very tasty. You need more salt in the paper, though.
John Halfpenny (The Glut), Sutton-in-Ash

Try it with ketchup or custard as well. Gordon has.
LM



LOOKALIKE 3

Dear Lloyd,
I have recently discovered some rather alarming information, as revealed by this poor quality photograph: Maff is 'Mr Big' in charge of the Ku Klux Klan! Who is the henchmen with him on the right? Could it be Gordon?

I hope you will take appropriate steps.
Mick Lloyd, Cornwall.

ZZAP! RRAP

KEN THE FISH SIMULATOR

Dear Lloyd,
Bet you thought you were really smart with the ZZAP! Masterblaster Quiz '88, didn't you? Well I've got news for you, lads and lass; I have compiled the ZZAP! Masterblaster Quiz '89. See if you can do it!

1. The MATCH-UP round. See how many games you can correctly match up with their first overall ZZAP! percentage rating.

1. Alleykat	94%
2. Intensity	89%
3. World Games	95%
4. Overlander	46%
5. Ikari Warriors	97%
6. Armalyte	47%
7. Nebulus	98%
8. Last Ninja 2	75%
9. Warrior	97%
10. Gutz	51%

2. The GAME SCREEN round. Can you successfully identify the 10 games from the 10 pieces of review photographs?



3. The TRUE AND FALSE round. In this section you must say if the games were produced by their following company!

1. Soldier of Light, GO!
2. Archon, Electronic Arts
3. Wheelies, Rack-It
4. Miniputt, Accolade
5. ATF, Digital Integration
6. Almazz, Gremlin
7. Stealth Mission, Sublogic
8. Skegpool, Infocom
9. Storm, Mastertronic
10. Nomad, Elite

4. The COMMENTS round. Read the following ZZAP! comments, then say who said them, and about what game!

1. 'Arcade conversions appear to be improving all the time, and this one is just about close to perfect'
2. 'First impressions are off putting, the action appears hopelessly difficult, since frustratingly precise and illogical timing is needed to produce results!'
3. 'Ello 'ello, looks like we've got a bit of a turkey here'
4. 'The sprites are much larger and give a less claustrophobic feel'
5. 'Our review copy also had the unnerving tendency to self-abort during play, especially when I was doing well'

5. The FROM WHICH GAME round. Just work out from which game you would find the following characters.

1. The T-Pygeons
2. Professor Storm
3. Brian the Terrible
4. Mean 'Gene' Okerlund
5. Olga and Olaf
6. Dirk Straun
7. Wayne
8. Mary and Ricky
9. Tarkus and Eugene
10. Blob

6. The PUZZLE round. This is a mixture of anagrams and cryptic clues.

Anagrams:-

1. YNULKFL
2. KANH
3. RELAYS
4. RLOARLNDUO
5. HOON!
6. ULBYLESE
7. EXHORTBOI
8. UCMBASLL
9. RSETDAIRLG
10. LYPPORWEA

Clues

1. AS – creatures, Ricky, Sega
2. ROTMC – humps,ships
3. TLN – Shogun, shuriken, mask
4. WOTEF – martial, bull
5. ROTR – soccer, adventure, piranha

Score 150 and you're cheating. Score 100 and you've done really well. 50 is OK, but below 30 means you should be reading CRASH.
Damon Smith, Watford, WD2 6LE.

Cor! We're flabbergasted! Of course, we got 140 points, didn't we? Well, maybe not . . .
LM

IS LLOYD A HIPPY?

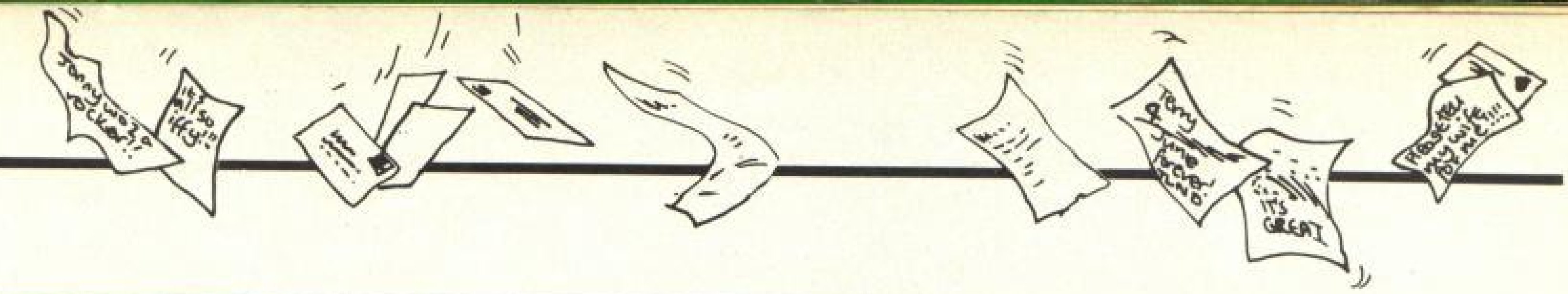
Dear Lloyd,
OK, own up Mr David Washer of Wembley, why are you such an annoying, snotty nosed little sprog. Have you no sense of humour? You mustn't because I think Viz letters, bananas and Orang-Utans in ZZAP! are for the good. So there! I have therefore come to the following conclusion:- You have the sense of humour of a demented bloodworm.
Now, to the main point, Lloyd, do you wear purple tank-tops, bellbottoms and platforms? Let me simplify it: *Lloyd, are you a hippy?* I think you must be as you never show your face, therefore you must be a hippy (or have a face like a deformed cabbage!)
Gav (the fab one!), Blackburn.

The reason I never show my face, man, is that I'm shy, right? OK, then. I was a hippy back in the early 70s, but because I get hay fever I could never quite handle all those flowers. I've still got my purple tank tops and platforms, but I only rent them out now – to Maff. By the way, Gav, (and the Burnley Banana squad) Gordon thinks Rovers are ace, too!
LM

The Classic Dichotemies Expressed By the Fusion of Reality and Non-Reality in Current Games Software Philosophies

Dear Lloyd,
As a middle-aged father of five I've a considerable investment in this planet of ours and am deeply concerned for its future.
In my opinion, the so-called 'computerised games' favoured by my sons provide the perfect example of all the negative, reckless, destructive and cynical attitudes now prevailing in all fundamental human issues – from our relationship with this planet, to the very position we occupy in the Universe.
Take the classic' SPACE INVADERS for example. Aliens descend upon earth to unite our two peoples and exchange knowledge that we may strengthen and benefit in mutal progress. We automatically blow them back from whence they came – purely because our trust has been consumed by our duplicity. As a firm beliver in aliens myself I am both offended and saddened by this.
Let take another 'classic' example in PACMANIA. A particular favourite of my sons, this involves a round life-form being relentlessly pursued along maze-like corridors by an army of arch-shaped life-forms, with the shared capability of turning blue. That such an open incitement to fascism is accessible to all our children makes me want to break down and weep.
Finally, let us not forget the whole, so-called 'shoot-them-down' genre – computerised games designed, it would seem, with the sole intention of desensitising and preparing individuals for both accepting and commiting genocide. A worrying trend.
In the, subtley altered, words of the song: 'The future doesn't look too bright, I think I'll leave my shades on the mantlepiece . . . '
To conclude, I'll just say that I can't keep this wind-up going much longer so you might as well know that I'm not a middle-aged father of five but a two year-old schizophrenic called Jasmine. SKREEE! NYRGHH! NYMEEEH! OOBLEOOBLEOOBLE!!! GRAAAHKK!
Bet you thought you had a sensible letter going for a minute there, eh Lloydie?
Jasmine (age 2), London W13.

Nope.
LM



ROCKFORD SPILLS THE BEANS!

Dear Lloyd,
After seeing your feature on the four reviewers at Christmas I thought Rockford should have one all for himself. I rang him up and interviewed him over the telephone, where he revealed some hitherto unknown facts about everyone's favourite rockmite.

name: Rockford Jeremy Rockmite
born: 1983
height: Approximately 1cm
weight: 0.000007g.

Games:

1. **Boulder Dash Construction Kit –** Everyone is so cruel to be kind.
2. **Boulder Dash II –** The bestest caves of all.
3. **Boulder Dash –** Where it all began, my home, the nostalgia.
4. **Boulder Dash III –** Where I get all dressed up for nothing special.

Music:

1. **Boulder Dash/ Boulder Dash III/ Boulder Dash IV –** Cute, extremely cute.
2. **Boulder Dash II –** A little less cute than me.
3. **Diamonds are forever, 'Shirley Bassey'** – And so say all of us!
4. **Anything by the Rolling Stones –** Music to dash to.

Television:

1. **Fraggle Rock –** Red looks like me, only female; she is cute
2. **Treasure Hunt –** It appeals to my pixellated subconscious
3. **Butterflies –** I literally exploded and had to use another life.

Food:

I did like earth **but I ate a little too much once and had to have my stomach pumped. These days I eat the crumbs from Gordon's** pizzas and buns. **I also like** chocolate boulders and Football Crazies.

Favourite Person:

If it was a toss up between Thingy Spring and The Nose **I'd go for** Peter Lipa **– thank the maker.**

Favourite Comedian:

No, no, really, this is absolutely true missus, ooh, don't make me laugh, oooh no!!! You are awful, Ken D Fish.

Severe Dislikes:

Thingy Spring, butterflies, fireflies and people who construct caves where I have to collect 999 diamonds, trap 4 amoeba, open up an enchanted wall and juggle 16 custard-covered tennis boulders. Dead stomachs with bloated sheep.

Ambitions:

To splatter Thingy with a gigantic boulder. To still be going in 2015 when Boulder Dash XXXVIII should be out. To become head of Rentakill and rid the world of fireflies and butterflies.

Most Embarrassing Moment:

Finally realising that until Boulderdash III **I had been running around completely naked.**

What I'd be if I wasn't a Rockmite:

A reviewer.

Favourite Fruit:

The fabulous flowing fruit of the frubjous fried farrly flowering flab flume fandango plant. The orange.

Favourite Fish:

Kenneth D Fish

Leon Cox, Brighton

If any other readers have managed similar interviews with any of our elusive margin characters – The Nose, Thingy, the pantomime horse and Ken – we may print them in a future Rrap . . .
LM

WHY DON'T YOU

Dear Lloyd,
The overall humour of your mag is fab. Pilchard of the Month is wicked! I just luurve Chuck Vomit. Crazy photographs of the reviewers in the Ed bit are sound. And finally, the new layout of the reviews is excellent – ie, the backdrops in the TOTAL ECLIPSE and ELITE reviews. In fact every thing about your mag is great.

However, have you ever thought about a list at the beginning of the Tips Section which lists all the names of games which you have tips for in that month, so that when you've just bought an old reduced game, you don't have to scramble through pages and pages looking for a tip, to find out that there isn't even a tip there at all!

Also why not try and do something each month – if at all possible – like you did with IMPOSSIBLE MISSION: sell an old excellent game at a reduced price. I'm sure many people would welcome these changes.
Richard D, Hale, Cheshire

We hope everyone was as pleased with the new reviews system as you; if not, the ZZAPTIONNAIRE in this issue lets you object! The tips section is quite a good idea, and one which we may implement in future; as for selling off golden oldies at reduced prices, you can't get much cheaper than giving away the classic PARALLAX for free on a cover-mounted cassette! The good news is that any future cover mounts should have a free game on them as well!
LM

THE LATEX NEWS

Dear Lloyd,
I bring grave news from the planet Latex. The one who calls himself 'the banana' is in fact a nooldurp from the planet Zirkon. Already his minions from the moons Kiwi and Mango have implemented his plans for world takeover – but there is still hope! Disguised as an Andrex toilet roll (and at great cost to his personal hygiene) that ever fishy Kipperman penetrated the banana's Milton Keynes HQ. There are two steps to the plan:

1) To subdue the general public with a flood of *I love John Craven's Newsround* hats and T-shirts.
2) To wipe out the entire population of Manchester with hundreds of self-detonating non bio-degradable plastic pink and purple tooth picks.

We are already suspicious of the 'GORDON HOUGHTON' creature. How can you not have noticed that this name is an anagram of 'HROONG DOUGHNOT', the parrot that led the armies of 'Goldendelicious' in the 'Grannysmith' wars. We at Fruit-Veg Enterprises have devised two safety measures:

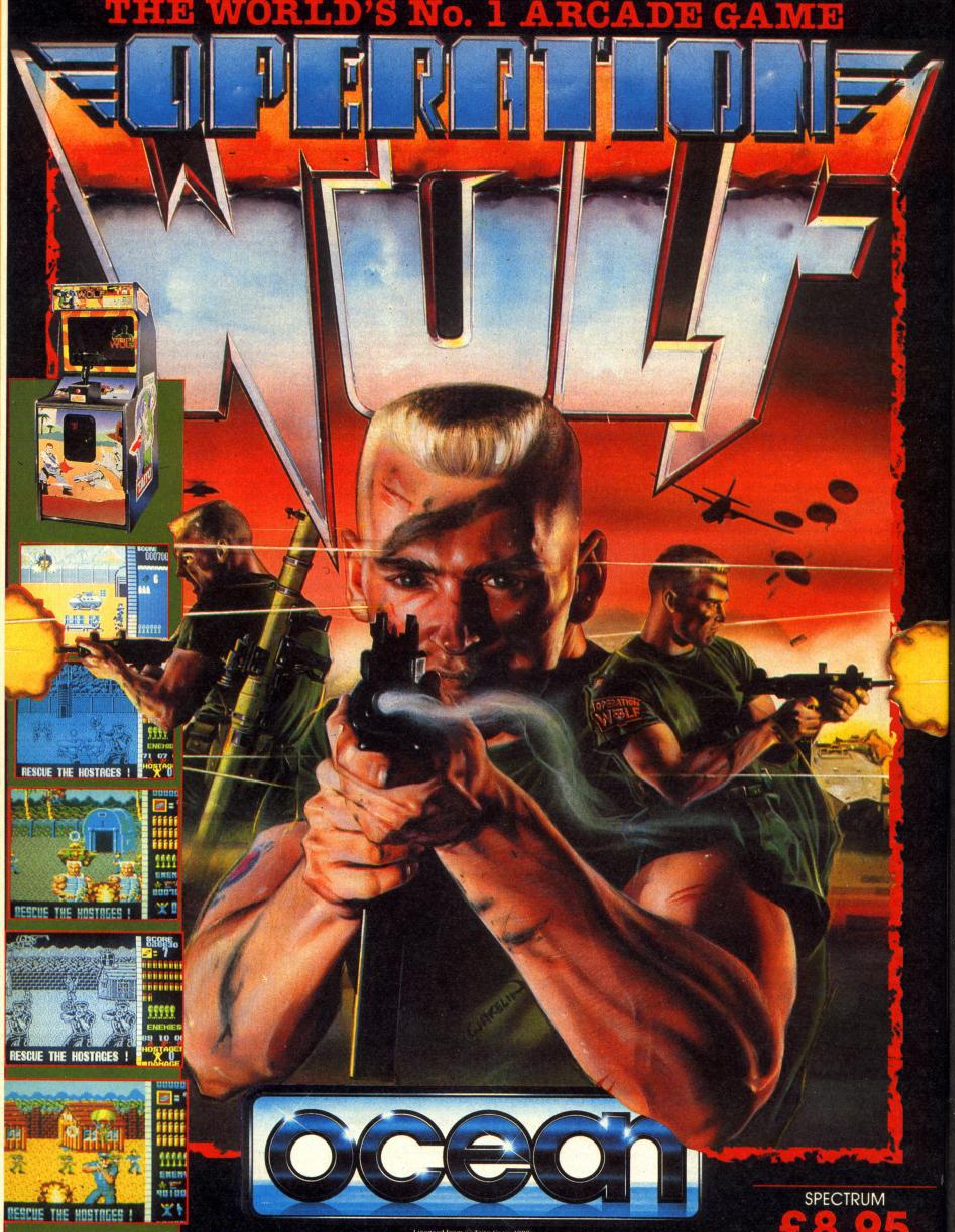
1) Rubbers gloves must be worn on the feet at all times.
2) Anyone with four arms and no legs found wearing bicycle clips in Bangladesh must be drowned in cheesecake and buried in six feet of vaseline.

Beware earth people!
The KY Jelly Fanclub, Worthing.



This is off Craig Hodgson, Scotland. Ta lad!

As my mother used to say, 'there's no point saying *get lost* when you can say *au revoir*' – so that's what I'll do. Only two more issues to go before Issue 50; it brings a tear to my throat and a lump to my eye. Four years it is now. *Four years!* I'm getting too emotional. Until next month, send those epistles to Lloyd Mangram, ZZAP! Rrap, PO Box 10, LUDLOW, Shropshire, SY8 1DB. I'm sorry I can't give personal replies, but I do read all your letters . . .


THE WORLD'S No. 1 ARCADE GAME
OPERATION WOLF
RESCUE THE HOSTAGES !
RESCUE THE HOSTAGES !
RESCUE THE HOSTAGES !
RESCUE THE HOSTAGES !
OPERATION WOLF
ocean

Win the BLASTEROIDS Coin-Op!





You know that brilliant game wot has a free poster, an exclusive review and the cover in this month's ZZAP!? Well, no less a lucky person than *you* has the chance to win the mega arcade parent of this completely cool-'n' crucial 64/Amiga classic.

Confused? Be confused no longer, O slavering multitudes. Here on this page you can see the amazing coin-op that we're gonna give to you for the paltry price of a simple stamp. On condition that you enter our comp as well, that is – I mean, we're talking thousands of pounds' worth of mind-blowing, asteroid-crunching, ear-blasting here, right? Right.

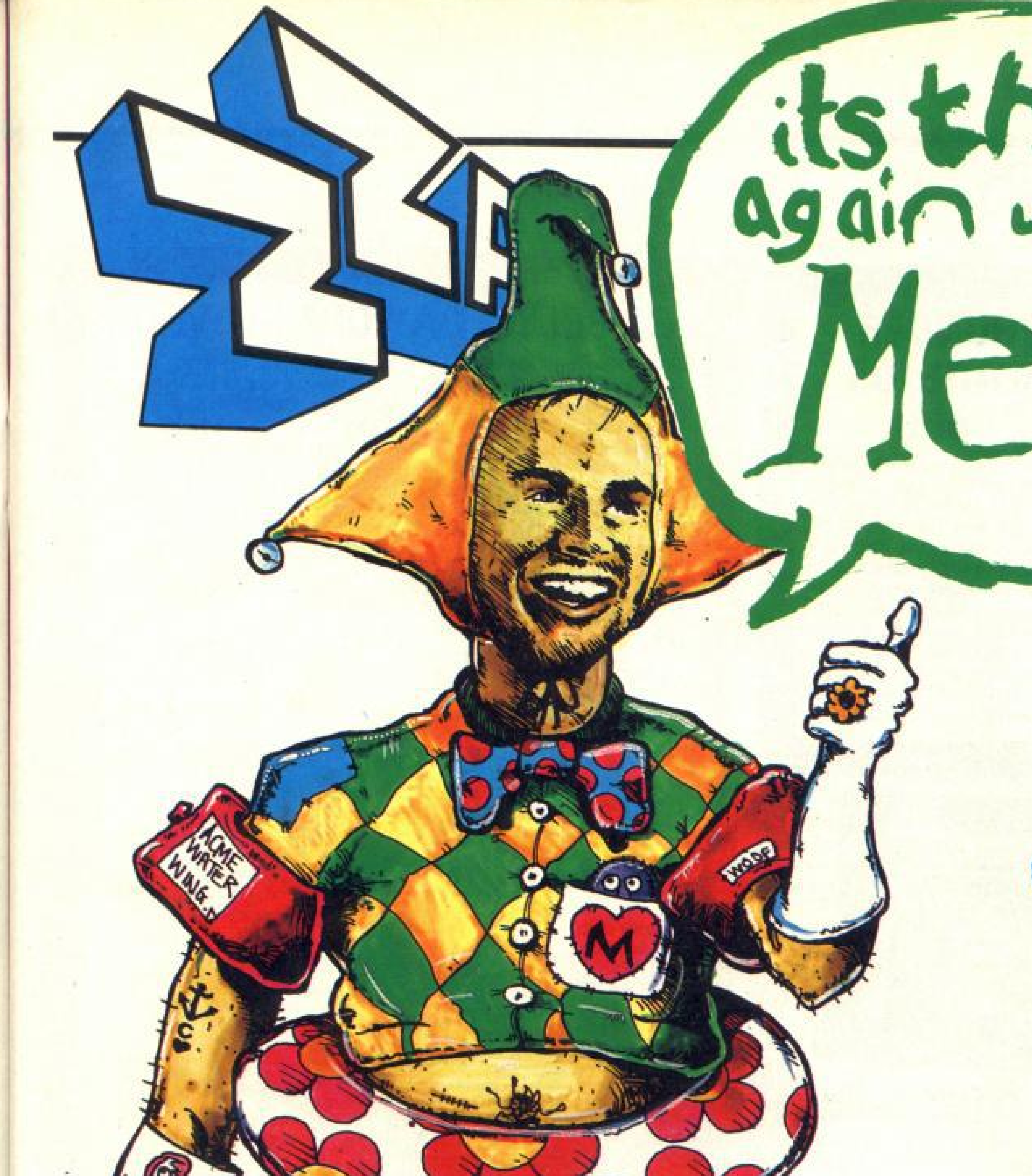
Even if you don't win, there are no less than 15 runners-up prizes: the first 5 get Imageworks' goodie-bags, packed full of ace surprises; the next 5 get T-shirts and a watch; the final 5 get T-shirts. Easy, isn't it?

Right then, what you have to do is this. We want you to spell as many 6-LETTER WORDS as possible from the word BLASTEROIDS. Plurals *are* allowed, but you must state clearly just how many words you've managed to work out. Send your entries in on a piece of paper (inside an envelope, shtupid) to **BLASTED COMP, ZZAP! 64/AMIGA, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** – and make sure it's here *before April 11, 1989*, or there'll be no rock-smashing for you.

image works

ZZAP! COMP


MM
ddRRRRRRring
Weird Dreams
RAINBIRD
Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.
'State of the Mind'
heart rate
75
00:00:00
score
000000
SHOT
30p
4 shots
TODAY'S·LEISURE·SOFTWARE
RAINBIRD



its that fool again wiv..... Me TIPS

NETHERWORLD (Hewson)

The cheat mode: press 2, 4 and E together to finish the level. The senders: Sean and Adrian Meads. The end of this bit.

PACMANIA (Grandslam)

It's that Breaker gadgi again! This time he's here with some pokes for the fab and groovy munchabout game featuring the rotund hero himself. Simply load the machine, reset and type
POKE 22459, 173 to disable sprite collision
POKE 28520, 165 to get infinite Pacpersons (no sexism in this mag, no sirree!).
Type SYS 14336 to get going.

GAPLUS (Mastertronic)

Have we had this one before? I don't think so. Well it's from that Breaker chutney ferret anyway and he says 'Load the game and reset the machine'. Well he wrote it anyway. Then he wrote 'type POKE 32496,173 (RETURN) for infinite lives and POKE 33252,173 (RETURN) makes you invincible'. The restart call is SYS 4170.

"REMEMBER!" CALLS COST 38P. A MIN. AT PEAK AND 25P A MIN. AT OTHER TIMES! TA!

FANTASTIC APRIL EDITION OF THE TIPS (and they're all genuine – honest!)

0898-555086

Well, whaddya think of me clothes? Good eh? I thought I'd get all dolled up in me fancy togs for this fantastic April special tips. A bit different from the New Beat leathers and the spiky haircut, isn't it? Mind you, I did get a few funny looks on the bus. Anyhow! Seven brilliant pages with a great map of Total Eclipse aaaaand the solution! Blimey!

Meanwhile, If you've got one of them there telephone things, then I've got something you might be interested in, and that's the new **ME TIPS HOTLINE**. All you've got to do is ring . . . and I promise you something more than just tips – there'll be a couple of advance cheats and stuff, maybe a musical interlude or two and, if you're lucky, some heavy breathing (I've got a cold). There'll also be tips that you'll find nowhere else but on this hotline!! Anyway, 'ave a look if you want; the usual charges apply. Now then, off yer go and get cheating! Well, being helped maybe . . . or just sort of guided through . . . okay, okay! Cheat then! Have it your own way! Aaargh!

EMPIRE STRIKES BACK (Domark)

Any Amiga-owning Jedis out there fed up of being stomped on by the walkers? Well now you can enter THIS cheaty type thingie. Hold down the Help key and type XIFARGROTKEV on the title screen (Vektor Grafix backwards, innit?). Aaaannnnnd if you press L, C or D during the game you can make Luke, C3PO and Darth Vader appear. Oh and another thing, pressing the number keys (not the keypad) plays all the speech 'n' fings.

THUNDER BLADE (US Gold)

A lickle tip for the Amiga version of US Gold's rotor-wielding conversion from James Howlett in Suffolk and Sukhdeep Sidhu in Staffordshire. Let the score table come and go and when the helicopter picture appears type the word CRASH. The screen should flash signifying that the cheat is enabled. Now all you have to do is press the Help key and you skip to the next level. Easy peasy.



BIONIC COMMANDO (US Gold)

Just a couple of little tips, one from David Whittle in Bury. Just get the red bazooka on level two and keep shooting the first box-thrower. Your score and lives should just keep going up and up and up and . . .

Mind you that's fair enough if you can get to level two, but if you can't then MC Veerman's tip might be useful. As soon as your man appears and the timer starts counting down from 200, press SHIFT LOCK and 1. The timer should crash meaning that you won't run out of time. Also when you lose your three lives you will receive eight more. Onward to that level two cheat!

GRIBBLY'S DAY OUT (Hewson)

Now these brilliant POKES are for the original Gribbly's, not the special edition, so they're not fully guaranteed to work with the new one. Anyway, if you want to try then place your GDO cassette in the player and type SYS 63276. Press play and once the first part has loaded enter the following . . .

```
POKE 964,76 (RETURN)
POKE 965,167 (RETURN)
POKE 966,2 (RETURN)
POKE 679,196 (RETURN)
POKE 680,0 (RETURN)
POKE 681,141 (RETURN)
POKE 682,6 (RETURN)
POKE 683,128 (RETURN)
POKE 684,76 (RETURN)
POKE 685,226 (RETURN)
POKE 686,252 (RETURN)
POKE 783,1:SYS 62828 (RETURN)
```

The tape should start moving and the rest of the program should load, giving your fingers a chance to recover! When the computer resets enter any of the following . . .

```
POKE 27085,234 (RETURN)
POKE 27086,234 (RETURN)
POKE 27087,234 (RETURN)
```

to remove gravity so that Gribbly doesn't fall – but you can still bounce.

```
POKE 18815,234 (RETURN)
POKE 18816,234 (RETURN)
```

so that Gribbly doesn't die when his energy runs out.

```
POKE 18741,234 (RETURN)
POKE 18742,234 (RETURN)
```

to speed things up.

FOR Z=3648 TO 4095:POKE Z,0:NEXT (RETURN) to remove the mutant Blabgorian.

FOR Z=13568 TO 13951:POKE Z,0:NEXT (RETURN) to make the spinning seed disappear.

FOR Z=15104 TO 15679:POKE Z,0:NEXT (RETURN) to make the flip-flop disappear.

FOR Z=16000 TO 16319:POKE Z,0:NEXT (RETURN) to make the fliers disappear.

Millions of thanks to Graeme Chambers from Kent for these game altering tips.

FUSION (Electronic Arts)

Aaaargh! Doncha just hate that? Here's me thinking I'm dead great for finding the cheat mode to this brilliant shoot 'em up and some other ****** prints it first! Well we liked it better so I'll put it in anywa!

Get into the ship and fly to the top left corner of the level. Leave the ship and drive the assault crawler right into the corner. Type STONKER (ooer) on the keyboard and re-enter the ship. Now you can press 'D' to zip through the weapons available and press 'C' to cycle the levels. Re-accessing the cheat mode on level two allows you to collect switches whilst flying over them by simply pressing 'F'. Dead cinch!

SDI (Activision)

Aaaargh! It's 'im again! Breaker is back! This time with a cheat for budding Ron Reagans everywhere. When on the options page, press X, C, T and the Spacebar to access the 'hidden' cheat menu. Useful, eh?

AFTERBURNER (Activision)

A tip from Elvis Patel from Peckham. Load up the game, play through once, then dispose of it in a suitable manner – maybe somewhere within the anatomy of the vindictive s*** that sold you the game in the first place. Well, it is the April Fool's issue after all . . .

COMBAT SCHOOL (Ocean)

MC Veerman from Holland says . . . things in Dutch! Hahaha! No, but seriously folks . . . he says that if you switch on your autofire, not only does it make the shooting range sections easier, it also means that as you waggle your way through the Iron Man Race, you will not be in contact with the ground, and so rocks and things don't hurt you. Simple eh?

BETTER DEAD THAN ALIEN (Electra)

I don't remember seeing this around before, so I thought that I'd give it a bash. Cheat MOOOOODE! Yaaaa! Sorry, I'll calm down. Ahem! Wait for the option screen to appear and then type CHAMP. The cheat mode will be activated. So, how do you use it? Well press Help followed by fire and it will tell you! Oh, by the way, if you're looking for the 64's Help key then don't. This is an Amiga tip. Snurk!

BATMAN (Ocean)

Yes I know! The game was only reviewed last ish, but it's been out for . . . ooh . . . *ages* now, so here's a listing to give infinite wotsit fingies on the first mission. Type it in, SAVE it for future use and then RUN it, pressing play on the tape when prompted.

```
10 FOR I=384 432:READ A:POKE I,A:NEXT
20 SYS 384
30 DATA 32,86,245,169,32,141,92,3,169
40 DATA 147,141,93,3,169,1,141,94,3,96
50 DATA 173,89,1,201,32,240,4,173,5,220
60 DATA 96,169,169,141,89,1,169,1,141,90,1,96
70 DATA 169,181,141,159,125,76,32,6
```

If you want to cheat on part two then change line 70 to . . .

```
70 DATA 169,181,141,210,126,76,32,6
```

And because we're really nice people here at the Towers, there's a full solution to Batman in these same pages. Fantastic! *(as Frank Sidebottom would say).*



BATMAN (Ocean)

Wahay! The complete solution to the Penguin adventure! Wait a minute . . . Oh, dear, it's one of them there step-by-step gadgies. I'd better sort my eyes out to type this in . . . that's it, here we go . . .

Go left, pick up FALSE NOSE, go down, left, pick up BATARANG, go right, right, pick up LOCKPICK, right, right, pick up HAND GRENADE, go left, up, left, pick up CONTROL DISK, go up, pick up SET OF TOOLS, go down, left, use SET OF TOOLS, use CONTROL DISK, go right, up, up, left, left, pick up DOOR KEY, go right, right, right, right, right, pick up SWEET, go right, pick up TRAINIES, go left, left, climb up side of building, pick up ROPE, go right, right, use LOCKPICK, go through door, use DOOR KEY, go through door, go right, up, right, right, pick up LIFT KEY, go left, left, down, stand on lift, use LIFT KEY, go up, right, right, down, left, down, left, pick up TOAST, pick up DART, go right, right, right, right, right, pick up GAMES DISK, go up, left, up, left, pick up FRIED EGG, use ROPE, climb up rope, pick up MAGNET, use DART pick up PASS CARD, go down, right, down, right, down, left, left, left, up, right, up, left, left, down, stand on lift, use LIFT KEY to go back up, go up, right, right, down, right, right, right, down, left, left, left, down, left, left, climb down side of building, go left, left, left, left, left, left, left, left, left, climb up side of building, go right, right, pick up LEMONADE, go right, right, pick up FLASHLIGHT, go left, left, left, left, climb down side of building, go right, right, use PASS CARD, go up, use FLASHLIGHT, go left, left, pick up VIDEO TAPE, go right, right, right, right, right, up, left, left, use VIDEO TAPE, go up, left, left, up, pick up CUPCAKE, go right, right, right, down, left, down, right, right, up, right, right, up, left, up, pick up TRUMPET, go right, use GAMES DISK and **TADAAAA!** the game is complete!

In addition to the solution, here are a few hints on using the objects found at some point through the game.

Use FOOD to restore energy.
Use FALSE NOSE as a disguise, to stop enemies attacking.
Use TRAINIES to run fast.
Use MAGNET to disrupt robots (gives extra percentage).
Use BATARANG to stun enemies.
To complete the game with 99% score, use all these objects at some point through the game.

Thanks to Stephen Wake for that clear and precise information. Never before has a player of Batman been able to . . . er . . . complete the game . . . er . . . with the solution sent in by Stephen Wake! Thassit! Good on yer lad!

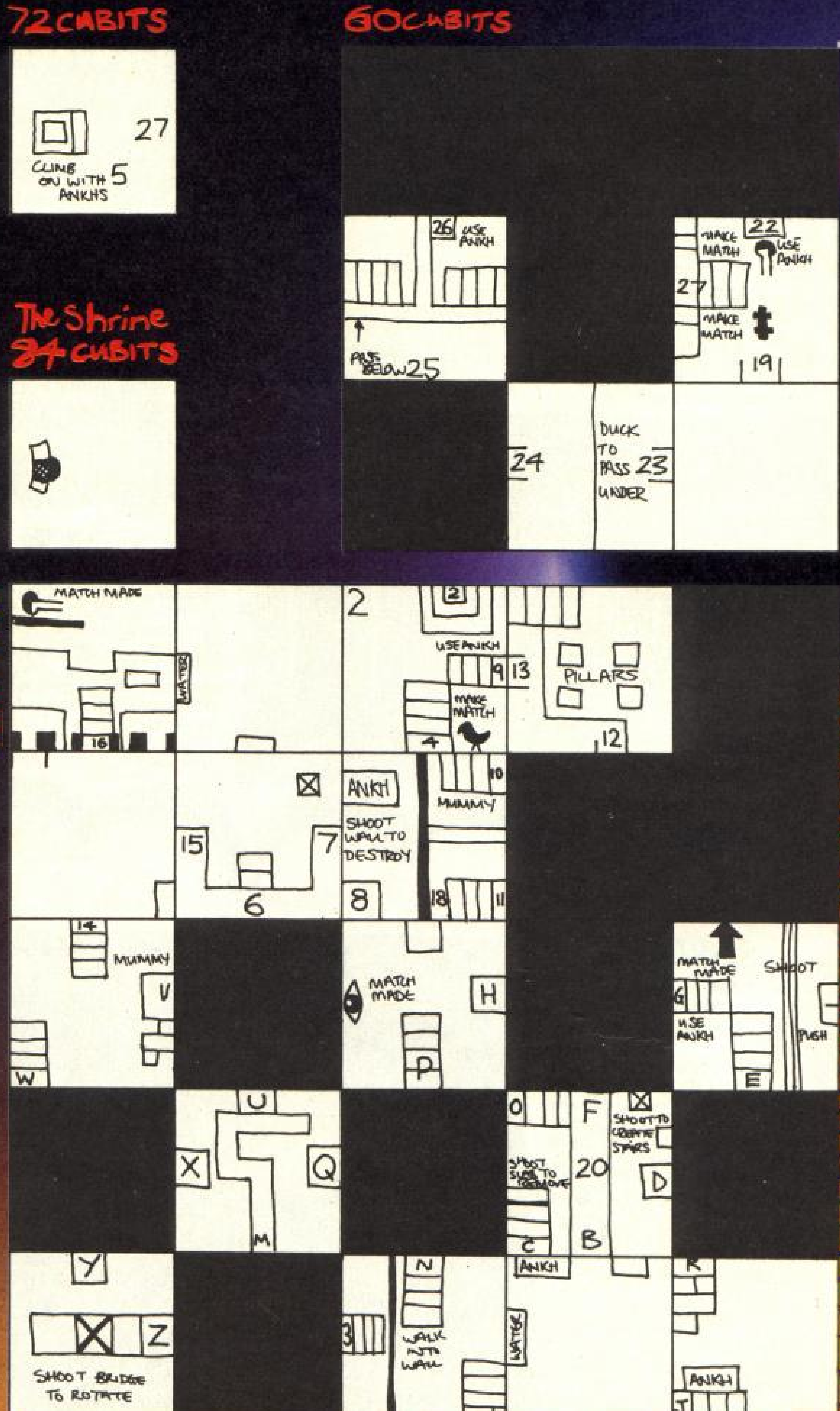
ROBOCOP (Ocean)

The amount of people that sent this tip in is . . . well . . . large, to say the least. Just hold down F,G,H and J whilst holding the joystick in the direction you are facing. Robo will move to the top of the screen putting him out of reach of the enemy bullets. Another tip comes in from PDM Madhacker (yeah, *of course*). If you're having trouble getting through level three, walk up to the wall and press fire whilt waggling the joystick from top-left to bottom right. Robo should go through the wall allowing you to finish the level. Unfortunately, our copy of *Robocop* has gone walkabout, so I couldn't test it out. Boo.

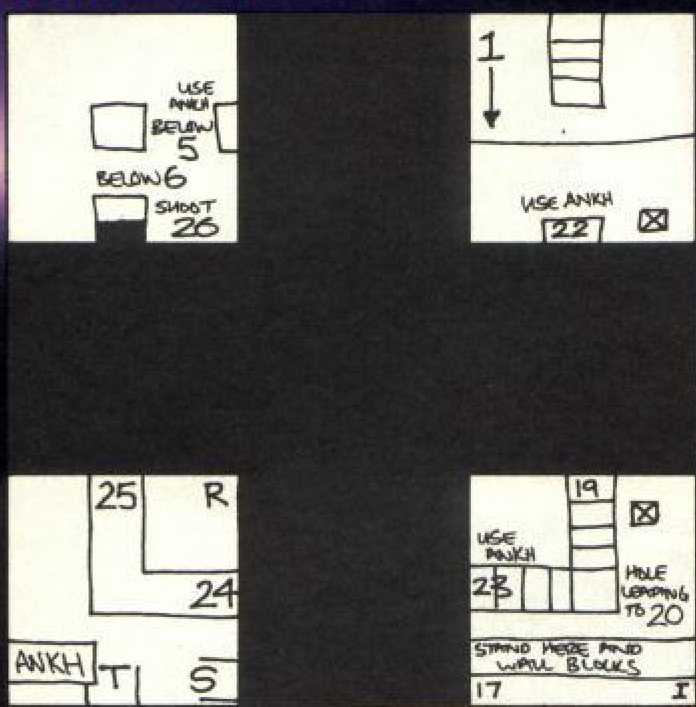


TOTAL ECLIPSE

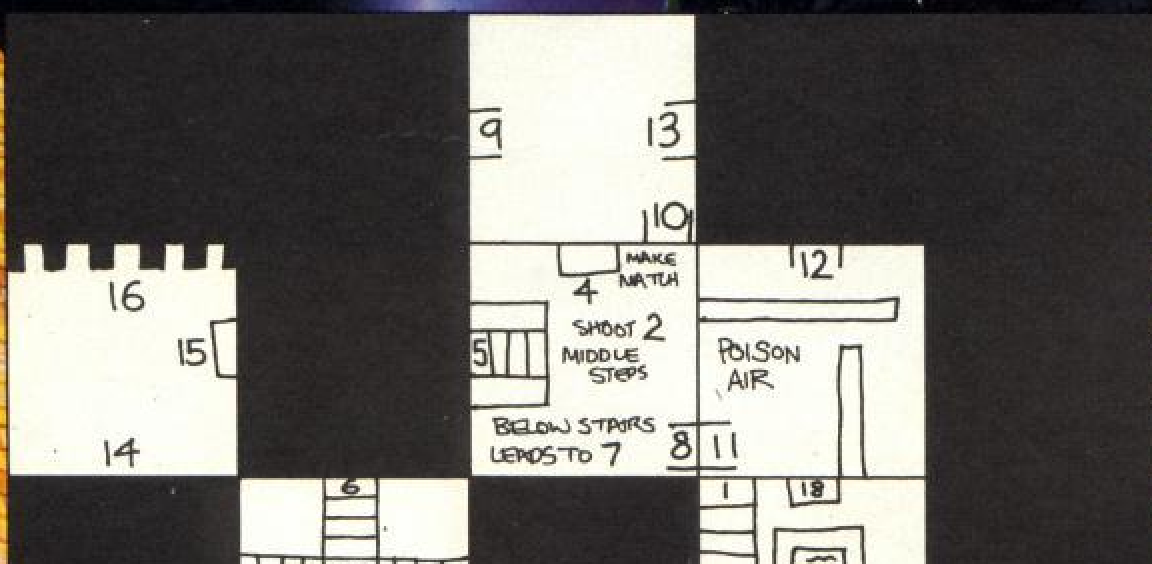
The Map



48 CUBITS



36 CUBITS





Here it is! The solution to go with the map sent in by Ian Porter and Dan Giddings. Follow the instructions given (N is North, S is South, and so on) and follow the map and you should be away! Hurrah!

Go round back of pyramid, S, Shoot block over door, N, go to front of pyramid, walk over plane's right wing for an Ankh, N, water, Ankh, N, S, Upstairs (shoot slab to pass), N middle door, N, W, make match by shooting eyeball, E, S, S, N far left, shoot block near opposite corner, E up created stairs, shoot mummy in head, change height, n, sot up arrow to make match, shoot barracade six times to destroy, push slab out of way to the North, E.

In illusion, you start in part D, so go left, right, right, ahead, pull back on joystick to enter part F. Climb up stairs, E, go round back of hut, shoot shape to make match, enter hut. Go ahead, go W up stairs, S, W, W, Ankh, W on stairs, shoot string holding Ankh and collect it. S, N below stairs.

To do this screen decrease the step size to its lowest and look directly down. Take N exit, W (move quickly as something is shooting at you now), beware of mummy (keeping moving), S up stairs, S, shoot platform, 4 full steps ahead, 1 low step back, face E, shoot platform (look down), E, shoot block below bird to make match, W, 4 high steps ahead, 1 low step back, shoot platform, N, N, N up stairs behind mummy, middle door, drop down, push block between gap in stairs, S on ground, shoot block, E, N, N, go to front of pyramid, N, N, W, W on stairs, S, W, shoot platform and use same method as before to go N, N, beware of mummy N upstairs, take 4th door along, turn 90 degrees to the right, forward until next door is on right, go through door, cross big bridge, shoot face to make match, S, S, S upstairs, walk W into blue square, keep moving W until in different room, S, E, drop down, rest, Ankh, shoot wall to E until gone and keep off the path. S, water, S, S, N upstairs, E until hit wall, turn almost North and move ahead until treasure is off screen. Don't get too much treasure, N, W upstairs, up steps, keep walking and shoot shrine several times for a £2 million reward! Yay!

WEC LE MANS 24

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BARBARIAN II (Palace)

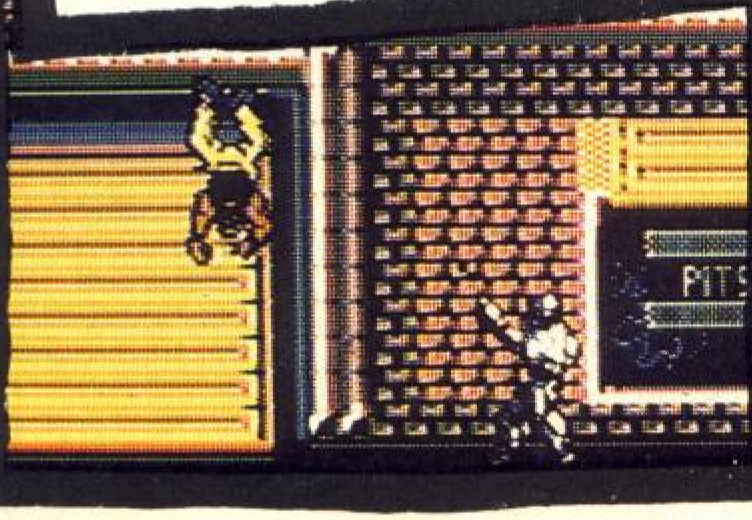
Listings galore this month . . . no? Oh alright then we'll have another one. How about one from Ian Jones, also known as the Happy Hacker (strange), that gives infinite lives for either character? Not good enough? Tough, 'cos that's what you've got! Type it in, RUN it and then follow the prompts like a good little hacker.

```
1 FOR X=312 TO 378:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=6887 THEN POKE 157,128:SYS 312
3 PRINT "DATA ERROR"
4 DATA 32,44,247,32,108,245,169,76,141,56,3,169,
83,141, 57,3,169,1,141
5 DATA 58,3,76,168,2,72,77,80,169,97,141,178,3,
169,1,141,179,3,104
6 DATA 76,81,3,72,169,113,141,214,228,169,1,
141,215, 228,104,32,191,3
7 DATA 96,115,1,169,165,141,113,138,108,22,0
```

ROBOCOP (Ocean)

From the amount of stuff that's been sent in for this game you lot out there obviously enjoyed it game more than we did! I mean, you must have bought it mustn't you? One such person is Steven Green from Hornchurch in Essex. He's sent in a listing to give infinite time and energy. Just a bit useful. Type it in and yer off!

```
0 REM ROBOCOP CHEAT BY S. GREEN
1 FOR X=368 TO 438:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C=8571 THEN POKE 157,128:SYS 368
3 PRINT "DATA ERROR!"
4 DATA 32,86,245,169,32,141,84,3,169,134,141,85,3,169
5 DATA 1,141,86,3,96,72,77,80,72,169,96,141,147,172
6 DATA 141,104,173,169,32,141,38,247,169,163,141,
39,24, 7,169
7 DATA 1,141,40,247,104,173,32,208,96,72,169,96,
141,36
8 DATA 177,141,147,168,169,173,141,125,176,141,
236,167,76,158,1
```



LAST NINJA 2 (System 3)

Isn't that always the way? You get to confront an evil fighting person and light the candles so you can see what you're doing and yer Zippo gives out! Well, never fear as help is on the way from Falcon in Holland. If you're having trouble lighting all the candles in time, then light one candle at exactly the moment your opponent awakes. This candle will now keep burning, so with the next try you only have four candles to light. Coo.

DALEY THOMPSON'S OLYMPIC CHALLENGE (Ocean)

Have you noticed that whenever you pick the wrong sort of trainers for an event you end up thrashing away 'til your arm locks up and don't get anywhere? Well fret no more, as we have 'ere a list sent in by Steven Ring which tells you exactly what sort of shoe to use. Let 'em rip cowboy! Yeeehaaa!

0 – Lucozade (Energy)
1 – Accelerator
2 – Long Jump
3 – Shot
4 – High Jump
5 – Middle distance (400m)
6 – Hurdles
7 – Discus
8 – Pole Vault
9 – Javelin
10 – Long distance (1500m)
11 – You must be joking

ELIMINATOR (Hewson)

Here we have the codes for the amazing Amiga 3D blast whiz-bang voom thingie. Many thanx to Sean and Adrian Meads for these.

LEVEL	CODEWORD	LEVEL	CODEWORD
2	AMOEBA	9	HANDEL
3	BLOOOP	10	ICICLE
4	CHEEKI	11	JAMMIN
5	DOINOK	12	KIKONG
6	ENIGMA	13	LAPDOG
7	FLIPME	14	MIKADO
8	GEEGEE		

I, BALL 2 (Firebird)

We've had a bit of a listing in for this before, but that was for the speechy effects. This time we've got POKEs for something more useful – infinite lives an' stuff! Load up the game, reset the machine and type in POKE 38895,165 for unlimited balls (no jokes please). Orrrr . . . you could type the following to be invisible (well that's what it says here . . .

POKE 34394,234 (RETURN)
POKE 34395,234 (RETURN)
POKE 34396,234 (RETURN)

Use SYS 34050 to restart. Cheers to Dennis Hansen from Denmark for that one.

Some 64 users may be having difficulty getting this to load. If you are one of these then GIVE UP! It's a Spectrum game, divvy.

IK+ (System 3)

Yes I know we've had stuff for this before, but there are people out there who have more than likely only got the version of this that was on the We Are The Champions compilation. Just for you we have this listing from Mick Mills and Al. Remember to delete the REM lines corresponding to the cheats you don't want.

```
0 REM 'IK+ COMPILATION' BY MICK MILLS AND AL'
1 FOR A=4096 TO 4142:READ B:POKE
A,B:T1=T1+B:NEXT:A=384
2 READ B:POKE A,B:A=A+1: T2=T2+B:IF B<>8
GOTO 2
3 IF T1<>4794 OR T2>1483 OR T2<97 THEN PRINT
"ERROR":END
4 SYS 4134
10 DATA 196,76,141,117,8,169,16,141,118,8,141,
119,8,76,0, 8,165,2,240
11 DATA 252,232,142,1,10,169,128,141,0,10,238,
191,9,206,96,9,76,121,8
12 DATA 32,86,245,169,16,141,245,3,96
20 DATA 169,0,141,79,27 :REM INFINITE TIME
21 DATA 169,173,141,51,27,169,19,141,53,27 :REM
WHITE WINS
23 DATA 76,13,8
```

DRUID II – ENLIGHTENMENT (Firebird)

Be a Wiz that can whizz (no? Oh alright then) through the weird and wonderful places that Wizes whizz (this is getting stupid). Simply enter this listing SAVE it for future use (you don't want to do all that typing again, do you?) and then RUN it. Oh, but remember to discard the REM lines corresponding to the unwanted cheats.

```
0 REM 'ENLIGHTENMENT' BY MICK MILLS AND AL
1 FOR A=544 TO 574:READ B:POKE
A,B:T1=T1+B:NEXT:A=514
2 READ B:POKE A,B:A=A+1:T2=T2+B:IF B<>96
GOTO 2
3 IF T1<>2763 OR T2<507 OR T2>2134 THEN
PRINT "ERROR":END
4 SYS 555
10 DATA 169,2,141,52,1,141,53,1,76,32,1
11 DATA 32,86,245,169,96,141,196,2,32,172,2,32,
213, 255,238,89,9,76,0,9
20 DATA 169,44,162,36
21 DATA 141,215,98 :REM IMMUNITY
22 DATA 141,49,102 :REM INFINITE AMMO
23 DATA 142,82,93 :REM FIRE AND WATER WALK-
ING
24 DATA 141,63,107 :REM RE-USE SPELLS
25 DATA 141,17,95 :REM IMMORTAL ELEMENTAL
26 DATA 96
```

STAR TREK (Firebird)

Now these here tips here are OFFICIAL! None of your cheapo imitations, no siree! These come straight from the horse's bridle! Well, maybe not. We got these from Firebird themselves, so there! Anyway, here they are; I'll shut up now . . .

STARTING
Play the game a few times just to explore the systems and find the locations of useful places. Useful planets include Archive complexes, which give hints on stopping the mutiny, and planets where Guardians of Knowledge reside. If Spock mind-melds with them they give information on the location of useful systems and objects.

A hot shot device is useful – which means that enemy craft can be destroyed much more easily. There is one on Cernal (location 69.19.60). The first item that should be installed however, is the Cerenkov crystal, found at Xuram (56.29.46), as it considerably reduces warp-engine drain. As a rule it's a good idea to travel to a system at one warp below the maximum. Whilst travelling, keep a check on the Enterprise and the engines; don't stay on the star globe screen.

NAVIGATION
Remember that all locations comprise of X,Y and Z coordinates, so to make sure that they all seem to relate to each other properly, stop the star globe from rotating whilst in the Q zone with Hazion on the far middle right.

If you have the coordinates of the system you wish to find, then scan the Quarantine zone to see if the planet you are after is in that zone. If it's not, then head for the system that has the closest coordinates and then look for the regional or local zone. If this isn't possible, then try and match up the Y coordinates of a nearby system whilst keeping the Z coordinates close. If you still have trouble then try the X coordinate. Once you are close to matching both coordinates, check the local and regional zones and you should find the planet you are looking for.

WINNING STRATEGIES
Once you have a lot of information on other systems and the locations of special objects, pick a strategy from the manual to complete. Use the quickest route to a planet and save the game regularly.

GENERAL TIPS
Always take just three crew members with you when beaming down to a life-supporting planet for the first time. That way if anything goes wrong and they are injured you can beam them back and replace them with three more until they recover.

Also, if you are having trouble seeing what's happening on the star globe, then click just under the control – that stops the globe spinning and the colours will change. Good, eh?

The tips then say something about 'Live long and prosper'. I'm sure I don't know what they're on about! (Haw haw!)

THIS HERE'S THE END BIT (HONEST)

Well there you have it. Another month, another tips section. How do I do it? Well it's all thanks to you, viewers! You who send in tips, cheats, pokes and maps. Keep them rolling in to Me Tips, ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB and I'll sort through 'em and print the bestest. Speaking of bestest, the prizes for tipster of the month this month goes to Stephen Wake for his ever so simple to follow Batman solution (just because I thought it was mega-useful and I'm the one who decides the winners around here, okay?), and cartographers of the month are Ian Porter and Daniel Giddings for their Total Eclipse map and hints. Sorry, Breaker, but quality slightly edged out quantity this month.

Oh, you remember I said that there's some news for people with phones? You do? Well here it is again! You can now get some of them cheaty modes and lickle hints things over the telephone, by simply dialing 0898-555086 and there will be a voice telling you how to win on Robocop or sumfing like that. Bye from me until next month. Ariba!


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If you answered YES to all these questions, go and see a Psychiatrist. If you answered NO to all of them, go and read the Budget Section. If you answered NO to the first and YES to the rest, read on . . .

Right, that's the first test over with. The next one is a little more tricky. You see that rubbishy picture of those joysticks? Yeah? Well, you've got better eyes than me, because I can see a black-and-white splodge. Maybe I should go and see an optician. Anyway, you can WIN one of those if you manage to pass the third test below. Runners-up get the game (if you own an Amiga) or some pretty ace *Galactic Conqueror* T-shirts (if you own a 64).

Excited? You would be if we connected up some of Chuck Vomit's A1 Electrodes to your flesh. But that's another story – this one concerns the question that'll let you WIN. What we want you to do is tell us what you think will be the most prized commodity in the galaxy in a thousand years' time. Wil it be gold? Will it be, as Frank Herbert envisaged, a rare spice? Or will it be Chocolate Toffee Rolls?

When you've made your mind up, send off the form below April 11th to the following address:

I Know The Future Of The Galaxy Comp,
ZZAP! Towers,
PO Box 10, LUDLOW,
Shropshire, SY8 1DB.

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address ....
....
my computer is ....
the most prized commodity will be ....
....
because ....
....
....
....

Cor Blimey!

THE BUDGET BIT!

Bring out your deeeeead! Oh, no that can't be right. Oh yes, that's it. Here is the Budget section. Yeah, far more sensible, that! As always the Budget section is crammed full of . . . er . . . Budget games. How exciting. Well some of them are, so off you go you penny-pinchers you!

DAN DARE 2

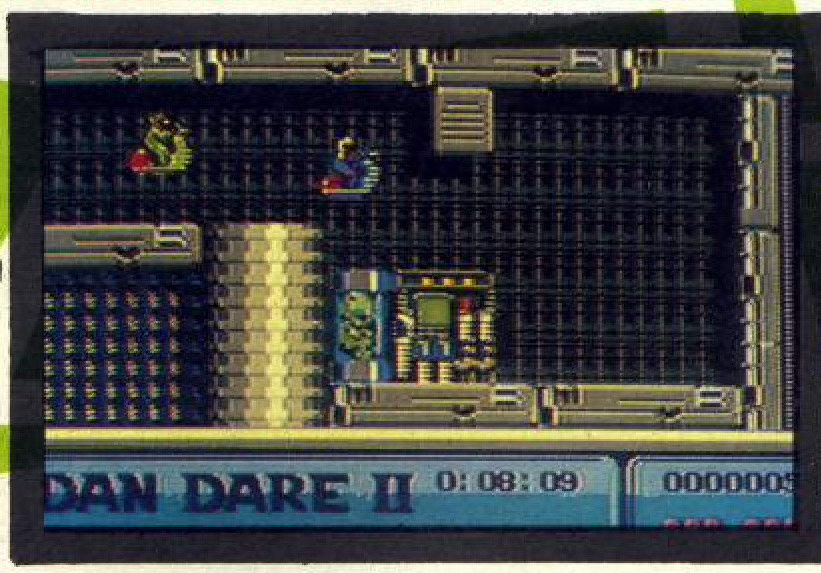
Producer, £1.99 (Rerelease)
Reviewer: Gordon

Daniel Dare is a really hard bloke from that famous comic strip which our own Oli Frey once worked on. The second version of the computer game featured on the cover of Issue 37 and, unlike the first, was more shoot 'em up than interactive comic strip. Flying around four huge Mekon interiors, you've got to destroy all the foetal Treens you find and then escape to the next level before the whole complex blows you into a million little Dan-ettes.

I really enjoyed this when it first came out, and it's a very welcome rerelease: amazingly colourful graphics, some neat sound effects (even if they're a bit sparse) and brilliant fast-action gameplay. The only qualm I had with it was the lastability: I finished it within a couple of days' constant play, though a lot of mapping was essential to success. At this price it's a steal, and I'd recommend it to anyone. Great cheap fun.

OVERALL 89%

"I BET HE DOES!"





INTERNATIONAL SPEEDWAY

Silverbird, £1.99
Reviewer: Maff

Motorbikes go fast. There – that's a useful piece of information isn't it? See, speedway is about motorbikes going fast around a dirty track. A bit like the greyhounds, except there's no dogs and no hare. So it's not like the greyhounds at all really. Sorry. In this simulation you play from local championship level, trying to get up to World champs status via a league system. The idea is that you win the league to move onto the next higher level.

There isn't really a great deal you can do with a speedway game, since it's just going round and round an oval track; and that's the major failing of *International Speedway*: not enough variety. It's race round, look at the scores, race round again. Not that bad really . . . just boring.

OVERALL 49%

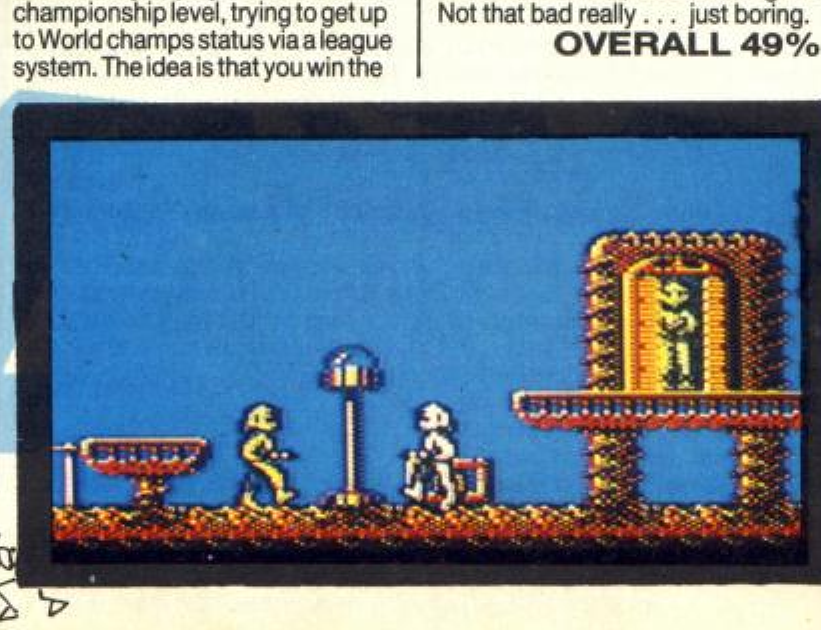
ORION

Rack-It, £2.99
Reviewer: Maff

The constellation of Orion is in danger of destruction. The stars have become unstable and the whole formation is distorting; the only way to save it is to redress the chemical balance. This is done by visiting mining colonies and taking the required chemicals. Unfortunately, the mines are controlled by alien forces, so you – as the hero of this mission – must sneak in and take them by force.

What on earth is happening to Graftgold? Once upon a microchip they were *the* name for quality computer games; now they seem to have become content to produce any old rubbish. The bad thing is that *Orion* will probably sell just because of the Graftgold name. Well, here's your last warning: DON'T BUY IT!

OVERALL 46%



"BLARGH!"

PASTFINDER

Mastertronic, £1.99 (Rerelease)

By the year 8878, nuclear conflict had made great areas of the Earth virtually impossible to explore. However, the Governments believe that there are a great number of ancient artefacts to be found in these areas that would be extremely beneficial to modern scientists. Thus the *Pastfinder* mission was initiated.

A number of heavily shielded base stations were dropped into the unknown reaches, to be used as stopping points for the search craft. These would have to be highly manoeuvrable, as well as being able to traverse very irregular scenery; so the *Leeper* was born.

The pilot starts at the edge of the terrain to be explored; his objective is to destroy or dodge mutant creatures and collect any artefacts found along the way, to be dropped at the base stations for a promotion.





Pastfinder appeared at a time when vertically scrolling shoot 'em ups weren't a dime a dozen, so with its added strategy elements it seemed very original. Now it has appeared at the meagre asking price of £1.99, it still seems as fresh as ever. I can't put my finger on the reason why, but it's kept its excitement somehow and remains just as playable as the day I first saw it. The control of the Leeper is a little strange, but in no way frustrating, and once you've got the hang of it, it's very difficult to tear yourself away. Dig deep, find those loose coppers add them all up to get two quid and buy yourself a copy of Pastfinder today.



What is it about some games that keeps you coming back years after their release? It's been nearly four years since Pastfinder first appeared and despite the graphics and sound techniques ageing, the game is just as good to play. On the one hand you've got yer blasting and shooting action and on the other you've got yer strategy bit. What more could you ask? Well at the time people asked for the game to be a bit cheaper . . . and they don't come much cheaper than two quid. My advice is rush out and buy it – if you haven't got it, that is. If you have got it – play it!

PRESENTATION 60%
Bland between-sector screens but decent on-screen presentation. Nice joystick handling.

GRAPHICS 61%
Fairly similar, varying only in types of shape and colour. Nothing special.

SOUND 54%
Atmospheric effects but no music.

HOOKABILITY 80%
Quite hard to get into because of the complexity of the task.

LASTABILITY 90%
Tough and challenging, with plenty of sectors to clear and ever higher promotion to chase after.

OVERALL 93%
A classic blast from the past.



ZONE TROOPER

Gamebusters, £1.99 (Rerelease)
Reviewer: Kati



You are a member of an outer reaches Trooper team. A group of renegade aliens has captured a team of Zone Troopers and taken them to their base complex. The atmosphere is dangerous on the planet and several plasma pods must be found to save the humans once they have been rescued. You must search the complex, dodging robots and aliens, collecting and using items, and utilising the INFONET computer system to gain information.

This game looks years old! The graphics are poor, the control lousy, the sound weak and the gameplay tedious. Not really much going for it is there? Things got off to a shaky start when the instructions consisted of 'Joystick PORT 2, SPACE – PAUSE, INST/DEL – QUIT'. Extensive, eh? I think I can safely say that this is the worst budget game to appear for a while.

OVERALL 23%

TOMCAT

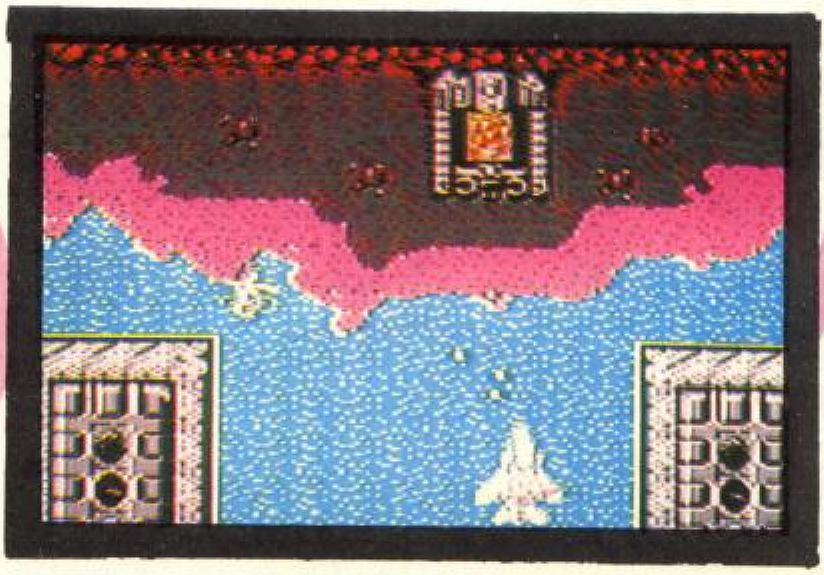
Players, £1.99
Reviewer: Maff

The Tomcat F14 fighter was one of the most deadly planes used by the US Navy during the latter 20th century. The demands on fighter aircraft are somewhat more severe in the 21st century, meaning that a new model of Tomcat – the F14+2d – has been brought into service.

Engineers have managed to overcome the problem of building weapon bases in populated areas by designing artificial islands controlled by complex computer systems. Unfortunately, a freak storm has made the defence systems attack anything that moves. Just the right sort of task for the super new Tomcat to deal with, blasting the gun emplacements and collecting extra weapons to help you on your way.

To be honest, it's not difficult to see why this is on a budget label, as it's *not* top-class video gaming. The graphics are bland, consisting of grey sprites and mostly grey backdrops, the sound is weak and the gameplay highly derivative – just shoot-dodge-shoot. Keep those pound coins, guys.

OVERALL 41%





WALKER'S WAY

Thursday 5th January

After a surprise call from Kati asking if I'd like my music demo included in the next cover mounted cassette, today was spent collating a new version. After all, the existing one is now six months old! (I'm pleased to have a legitimate excuse to spend some time updating it). To be able to feature some of my latest commissioned work, I had to get permission from the companies concerned – after all, the pieces become their copyright once delivered. In fact everyone was keen for a bit of extra publicity, so I hope you enjoy listening to the demo on Issue 50 as much as I did creating it!

Friday 6th January

Right. Time to get rid of these bugs. The mobile alien guards still have a tendency to get 'angry' if they can't get to you because of an intervening object – I spotted several of them earlier today battering themselves against a wall in total frustration. Others kept insisting that they'd seen me somewhere else, and wandered off in the wrong direction. Whoops! I finally traced the problem to the routine which calculates the player's current position in the city – it still updated with each joystick move; even when a wall forced to a stop and overrode the joystick. Everytime I collided with a wall my apparent position was getting further and further away from reality! (I've got to keep taking the tablets).

Saturday 7th January

Clever blighters these aliens. Not only will they aim accurately at the spot that you are heading for (rather than where you are) but after today will only fire if the security hazard (you) is in the line of fire. Different directional patterns for each category are now in and debugged; some guns for instance only fire horizontally or vertically – these are very useful for the protection of corridors! Others fire diagonally only (crossfire) which leaves others free to attack in eight directions. The upshot of all this is that you can now discern 'safe spots', out of the line of fire of static guns while you decide how best to proceed, and designing the placement of static gun emplacements can be more devious.

Improvements to the tracking system for mobiles now allows them to select the best direction, to allow them to get as close as possible to the player without colliding with each other's security systems (they've been going to evening classes to sort it all out!) This means that they can now surround you without getting in each other's way, although if one gets stuck at the back it will keep dodging backwards and forwards trying to get through the crowd!

Monday 9th January

A telephone call from Activision today – they are happy for me to use a musical piece from a Secret Project on the new music demo (Hooray!). Having added the final piece it's time to compile the lot, compact it and prepare the disk to send to ZZAP! Towers. The packaging of disks always seems to take longer than expected to do properly – and I'm a bit cautious since the time a certain postman bent one of my envelopes (and disk) in half to wrap round a pile of letters, even when it was encased in corrugated cardboard. There wasn't much chance of loading that! (What a crease. Groan!)

Tuesday 10th January

I had a big argument with two of my disks this morning. These two were brand new a short time ago, but they've caused me problems already, and this time I told them in no uncertain terms what I would do if they refused to display the directory again (I reminded them of a certain Basil Fawlty). They didn't heed the final warning, so I tore their inner disks out through the little slot in the jacket and then jumped up and down on them, which made me feel a lot better. Let that be a lesson to them both!

Wednesday 11th January

Another bunch of little improvements leapt into action today, including a new batch of alien firing sounds. One of the most interesting effects from SFX editor sounded just like someone disgorging the contents of their stomach – and you should hear my exploding cat effect (strictly electronic – I'm very kind to animals). I hasten to add that these were not really suitable for the game, but no doubt somebody will disagree with me.

Thursday 12th January

Time to do the dreaded yearly accounts. All the receipts kept during the last year need to be entered into my computerised indexing system, which then produces all the totals spent in each category (such as telephone calls, stationery, etc.) BORING! At least I keep a running total of all my income – it needs to be a running total to stop the bailiffs catching up with me!

Friday 13th January

After hearing of the possibility that CHAMELEON may be accepted for release in the United States, various modifications needed to be made to the code to ensure that it will run on the American NTSC television system, which has 20% less interrupt time. Since two years have since elapsed I'm very glad that I keep folders of such copious notes for each project – I wouldn't fancy trying to work out from scratch (although no doubt a lot of scratching of the head would be involved).

Monday 16th January

Remember the story intro to an earlier diary? '... Each defence had been cunningly contrived, and no outward sign of danger was apparent, even on close inspection. There was one consolation only to be savoured – for even as the traps could close their grinning jaws on the unwary, so also they held no loyalty to their designers, and could be turned against them.' The time has come to start adding the big twist – overriding selected security installations (traps to you!) to aid you in your escape from the CITADEL.

Off to a flying start today (literally). The time has come to implement the capture probe. As well as onboard weaponry, MONITOR has the handy ability to lunch a probe which can override a targeted trap (mobile or otherwise). How to do fancy:

a) Reprogramming static defences to attack enemy units!
b) Overriding moving aliens for use as remote assassins!
c) Disabling moving aliens to provide strategic barriers!

At the end of a rewarding day continuous holding of the fire button now launches the capture probe, which can be freely moved anywhere on the screen. Releasing the fire button cancels this and returns control to normal weapons.

Tuesday 17th January

An annoying little bug took more tracking down than expected. Sometimes an active trap would self-destruct when going off the edge of the screen. Apparently it thought it had collided with a wall! These security systems are less intelligent than they seem. As quite often happens, although elusive, the bug was completely cured by a little check – only two lines of extra code!

Yesterday's way of entering capture mode proved confusingly unworkable in practice, since bullets are fired by holding the fire button and then pushing the joystick in the required direction. All too often simply waiting in ambush for approaching mobiles caused the player to enter capture mode accidentally. A new system has been added that waits for two quick jabs on the button, but aborts if the jabs are too far apart. Much safer!

Wednesday 18th January

Another tiny bug eradicated. The effect was occasional corruption in a particular part of the city floor – the prime suspect was overrun in the mainline routines (simple running out of time to plot the next screen display). After some detective work, narrowing down the problem by bypassing routines one by one (always the best way to start in these cases) the cause turned out to be a missing RTS instruction at the end of the alien firing routine! Funny things these computers.

Right. On with the capture probe. I want to get the effect of one of those controls on hi-fi's that 'click' into place giving a smooth 'grab' when the probe is close to a possible target. It is unfair to expect the player to position it exactly over a sprite – especially if the target is moving at the same time! After thinking it through carefully I opted for the probe being forced to match the position of a target closer than four pixels, and held for a short time. In practice this worked very well once 'tweaked' for feel – as you move the probe about it latches neatly onto each target it passes (when the probe will also flash to indicate a capture) and allows the player to target the probe quickly and reliably.

Thursday 19th January

Start of capture probe effects. Any captured trap is now immobilised and its weaponry temporarily disabled. This allows you to concentrate on taking out other active traps when several are attacking simultaneously. It also proved useful for creating a temporary barrier to hide behind when a group of mobiles attacks. The main routines to follow will allow the player to use a captured mobile as a 'remote' device which mimics your firing and movement patterns, but also provide independent movement when needed. Since alien fire will be stopped by your new temporary ally it promises to be a valuable addition.

Friday 20th January

In keeping with the boardgame strategy elements I finally added more colour to the cities by producing a chequered floor tile pattern in alternate colours that also makes it even easier to think in terms of 'squares', since proximities have become so important in the triggering of traps and equipment. This change also proved to have several very useful side effects. All the sprites now look 'crisper' against the simpler background with no harsh black shadows (it suddenly dawned on me that this is one reason why the ELIMINATOR sprites look so good on the 16-bit machines). The other unexpected improvement was the explosions, which now look more colourful.

Saturday 21st January

A new design of sprites for an energy emplacement sprang out of the editor today, and a new modified system for the trapdoor sprites finally allowed all closed traps to use yet another colour in the background. After all this chopping and changing there are now five main colours on the screen at all times, and with the traps themselves in a selection of an extra five colours there are up to ten different hues displayed at once – without scrolling the colour RAM! It seems that in the past two days a whole new look has been refined – a product of lateral thinking (and just a bit of hard work!)

Monday 23rd January

Since the new elements all hinge on the storyline a bit of background history might prove useful. The CITADEL is a vast construction of many city levels built by a long dead race. For centuries the forgotten corridors have lain thick with dust, totally unused and unoccupied – but for the still operational automatic security installations. These were programmed to detect any approaching alien intruder who strayed too close to their proximity zones.

The player controls the MONITOR – a Hoverdrone Mk IV remote module, which features flotation drive, quad peri-thrusters for directional control, and a built-in armoured display system that provide in-flight information. To escape from each city level involves not only defeating the many and varied alien defences, but also reprogramming the wall structures by means of switches which may completely change the layout of certain sections of the current city. Sending out the capture probe to examine different installations will provide information and collection of shield energy, extra usable weaponry, as well as the possibility of reprogramming the defences themselves to provide additional protection and an invaluable source of remotely controlled drones!

Tuesday 24th January

Right. Time to add some directional animation. Since MONITOR is powered by motors which provide lift similar to a hovercraft, when moving the joystick from rest the drive 'powers up', providing flotation just above floor level, and peripheral retros then provide thrust in the required direction. The thrusters now animate correctly depending on joystick direction, along with the rise/fall motion for take off and landing, with suitable sound effects added. The built-in miniscreen will show in-game information and stay 'right side up' (it wouldn't be very readable if MONITOR rotated!) – this is a job for tomorrow (sounds like a good slogan for an SF mag, doesn't it?)

Wednesday 25th January

The miniscreen burst into action at the end of a long bout of coding. Although only a single character in size, the screen has protective armoured doors which open when information is needed, but close to provide protection for the fragile display during combat. When the capture cursor is used it indicates the type of installation targeted, which is extremely useful for searching out energy pods or switches operating hidden doors.

Thursday 26th January

Final touches to miniscreen included a flashing indication for the current target – E for energy, C for capture, S for switches and F for additional firepower. When the thrusters operate it displays an animated revolving symbol, and all should be completely readable even on 12" black and white TVs!

Friday 27th January

After a chance thought about the possible additional weapons that could be picked up from selected traps, I ended up producing and implementing four new weapons, complete with pod designs! Apart from the one supplied at the start of the game, during the course of your travels you may come across a RAPID FIRE, TWO-WAY FIRE (great for strafing both sides of a corridor when in 'glide and fire' mode'), THREE-WAY FIRE (forwards and both diagonals either side of the current firing direction), and FOUR WAY FIRE (again with respect to the current firing direction). It really makes excursions into those little dead end corridors worthwhile if you emerge having a new weapon to play with!

Saturday 28th January

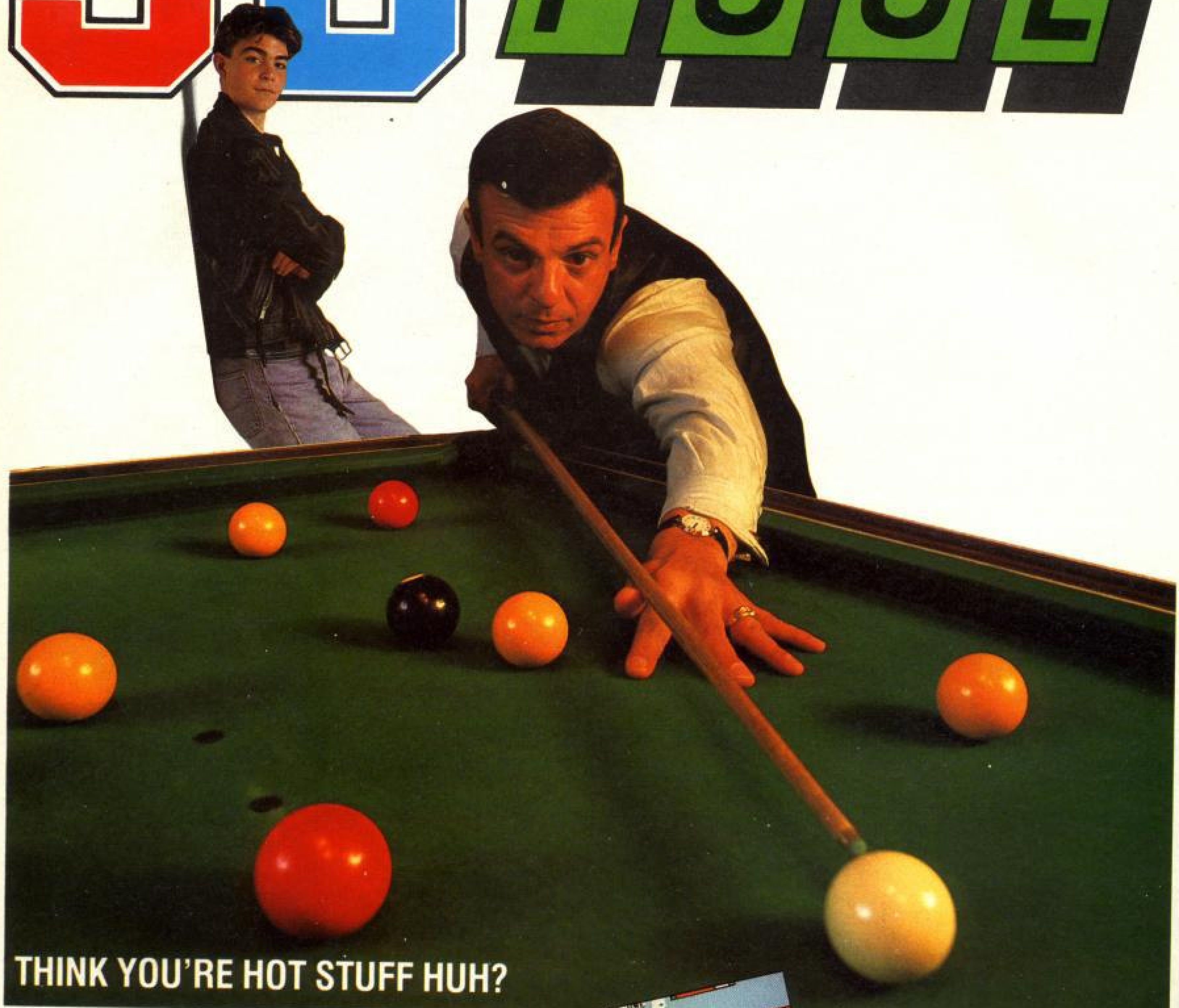
After such a rewarding Friday the productive hypersurge continued as alien fade-ups were designed and perfected. Now, after a mobile-launching trap has opened, each mobile alien device emerges from blackness, slowly rising out of the floor and into the harshly lit corridors of the CITADEL!

It took a bit of time before the most effective sequence of sprite definitions evolved for the fade, but once complete for one design of alien, the rest followed quite quickly in the same style. When the necessary additions had been made to the source code the new version appeared on screen – I was well pleased!

Monday 30th January

Only half a day today. The weapons pods needed some 'mods' to bring them into line with the other alien machinery and, since shield energy and weapons pods are collected by the capture probe, a design for an empty pod 'hangar' was also needed to appear when the contents have been used. This looks far better than the whole trap simply disappearing! And talking of that, I'd better run this diary through the spelling checker and then make it disappear into the post if it is to arrive on time. May the force be with you (and I don't mean the boys in blue!)

3D POOL



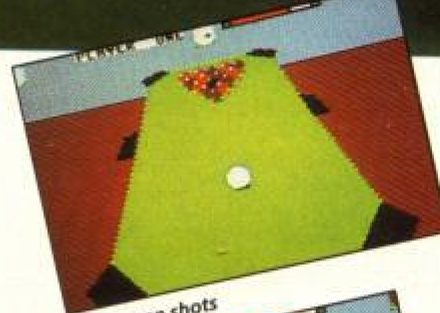
Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

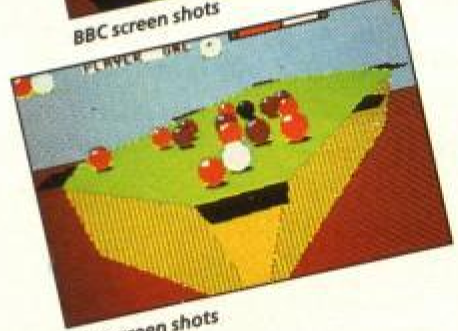
Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.



BBC screen shots



BBC screen shots

Pocket 3-D POOL on . . .

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Amiga	£19.99
IBM	£19.99
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Commodore 64 Disc	£12.99
Amstrad Cassette	£8.99
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Spectrum	£7.99
MSX	£7.99
BBC/Electron	£8.99
Archimedes	£19.99

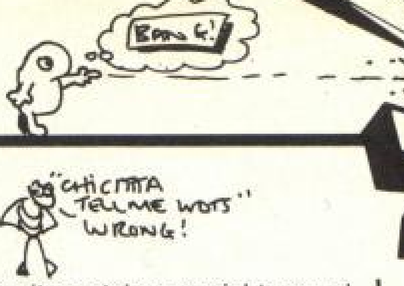
FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.



▲ **The company that gave you the fantastic presentation behind *Test Drive* doesn't hold back in *Grand Prix Circuit***



GRAND PRIX *Circuit*

Accolade, C64 £9.95 cassette, £14.95 disk

And with six laps to go, it's Nelson Piquet in the lead, closely followed by Mansell in the McLaren, and Arnoux just behind him – they're a good forty seconds in front of the rest of the pack. But what's this? That's incredible! Nigel Mansell has just taken the lead and is roaring away from the champion. And it seems . . .'

Well, we can all live in hope, can't we? Anyway, there's nothing more exhilarating than hurtling round a race track at 180mph, with the wind whistling through your ears. And wouldn't you just know it, now you can experience the thrill of Formula 1 motor racing in your own home. Yipee.

You begin by selecting the type of race you wish to take part in, from the options of Practice, Single Race or Championship Circuit.

Practice has you driving around the track by yourself, getting used to the vehicle, trying out your balaclava and looking important. Single Race and Championship Circuit give you the option to drive in one race only, or participate in the entire season. There are eight courses to choose from and the Circuit race takes you right around the lot.

Having selected your particular style of competition, and the vehicle you wish to compete in, the time comes to get down to the business of winning a race.

In Single or Championship Circuit you've got to drive a Qualifying lap against the clock to determine your position, if any, in the starting line-up. From your cockpit, indicators show your location on the track and current position in relation to the other drivers.

There are wing mirrors at either side of your vehicle, useful for spotting any of the opposing racers behind you, and laughing at the ones you have overtaken. If there's a collision between you and another driver, there's the option of entering the pitstop for repairs, and general recuperation.

After each contest, the results screen shows the placings for each driver in the contest. The winner of the Championship Circuit gets to win the coveted title of Formula 1 champion when the season draws to a close.



I would have really enjoyed Grand Prix Circuit, **if I hadn't spent such an incredibly long time waiting for the thing to load. The graphics look great, there's plenty of slick presentation and the 3D effect actually looks like 3D! Amazing! In fact, I don't think I've been as enthusiastic about this style of race game (apart from** Buggy Boy **which has to be my all-time favourite) since** Pitstop II **and that's really saying something. OK, so the engine noises weren't up to much and the title tune did get on my nerves after a while, but when you've got such excellent gameplay, who cares? Well, *you* will if you hate multiloads.**



Sections of Grand Prix Circuit **reminded me very much of** Test Drive, **also from Accolade: the brilliant car selection sequence, for example, and that little spot on the wheel to indicate steering. But don't start cringing, because they haven't just reused the same ideas – they've improved on them so you end up with a much smoother, faster and much more professional looking racing sim. Movement is slick, and the 3D works well, although sound is mostly limited to the usual 'buzzing fly posing as engine noise' sort of drone. The rest is very impressive: a cross between the simulation qualities of** Revs **and the action of** Pitstop II. **In fact, the only thing that really bugs me is the tape loading system – if you're an extremely impatient person, it won't be good for your health. Still – the disk loader should be better.**

THE TRACKS

BRAZIL: A test of concentration: long straights with sharp twists and one severely serious hairpin bend.
BRITAIN: Possibly the 'easiest' track of the lot: plenty of clean straights with only a couple of tricky bends.

MONACO: You'll have to keep your wits about you; this is packed with twisting, tortuous turns.

GERMANY: It looks easy, but a difficult bend right at the end of the course could cause you plenty of trouble.

CANADA: Again, deceptively easy: watch out for some quick directional changes.

ITALY: Medium difficulty: a couple of sharp twists, and plenty to keep you occupied.

DETROIT: Concentration is vital here: lots of sharp turns requiring multiple gear changes. Not quite the hardest, because . . .

JAPAN: . . . will definitely keep you on your toes. Survive this and you'll survive anything.



ATTENTION!
Cassette version only reviewed. The disk version should be available soon – hopefully with a less irritating multiload. There are no plans for an Amiga version.

PRESENTATION 78%
Comprehensive manual and simple option screens ruined by slo-o-ow multiload. Ability to choose difficulty level, number of laps and variety of cars.

GRAPHICS 88%
Pretty front-end graphics and realistic in-game 3D effects.

SOUND 44%
Bland engine noises and a fairly jolly tune which soon starts to aggravate.

HOOKABILITY 66%
The multiload and the complexity are deterrents to your fun.

LASTABILITY 86%
If you can put up with the multiload, you're going to keep coming back.

OVERALL 79%
An excellent racing simulation, its only real failing being a diabolical loading system. Check out the disk version.

▼ **It might look like *Revs+*, but it's a lot more complicated and easier to handle than that classic racing simulation**



FTL/Mirrorsoft, Amiga 2000 or expanded 500 only £24.99 disk

Dungeon Master

●Hack mummies to bits and practise your warcry in *the* state of the art RPG



EXTRACTS FROM THE JOURNAL OF OOLA, CHAMPION OF THE DUNGEON

Third Day
Two days and nights now we've been wandering around in this dungeon and all I've got to show for it is a gash down one leg, welts on my shoulder from the weight of my backpack, and a swollen belly screaming out for food. My head's spinning and my mouth is dry but Butch is right – there are only two more waterskins and it might be hours before we reach another fountain.

I had imagined myself bold and fearless cutting a path through the labyrinth, searching for the Firestaff and preparing the way for Lord Librasulus to come face to face with Chaos. Then he would regain control of the Power Gem and disorder would be banished from the earth for ever.

I was arrogant. We all were.

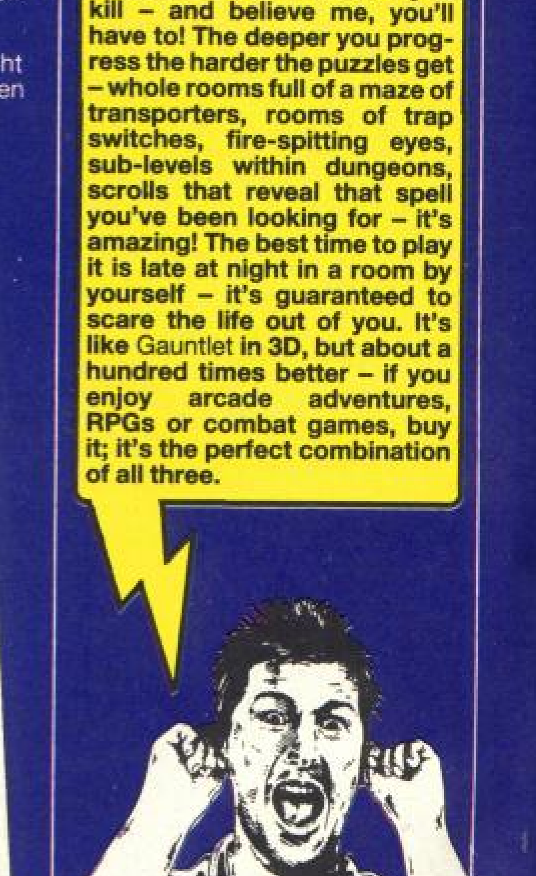
Fourth Day
I'm determined to keep on practising my spells. Until yesterday I had thought that my superior swordsmanship and skill at throwing poison darts and shurikens would hold me in good stead. In two days I'd managed to fell countless screamers and mummies with a single throw: magic was for the likes of Butch and Bing, the wizards of our party. I had seen them attempt poison charms but I had also seen them fail – a single blow with a sword seemed so much more efficient.

My flesh creeps at the thought of my ignorance. If it hadn't been

▼ **You won't go around poking innocent rocks any more, will you? If you're in real trouble, a fiery spell might just help you out . . .**



This is just about the most incredible game I have ever seen. When you pick it up you find you lose whole days out of your life just getting that little bit further, just trying to find out where that elusive key is, trying to keep someone alive . . . There are so many elements to it: you can spend hours practising magic, learning new, more powerful spells that can destroy a quartet of mummies in one blow; if a character dies, you can resurrect him; there are secret passageways revealing items you can't do without; you can eat some of the monsters you kill – and believe me, you'll have to! The deeper you progress the harder the puzzles get – whole rooms full of a maze of transporters, rooms of trap switches, fire-spitting eyes, sub-levels within dungeons, scrolls that reveal that spell you've been looking for – it's amazing! The best time to play it is late at night in a room by yourself – it's guaranteed to scare the life out of you. It's like Gauntlet in 3D, but about a hundred times better – if you enjoy arcade adventures, RPGs or combat games, buy it; it's the perfect combination of all three.





for Butch, I would never have come out of the cavern of the gem alive. Eager to gain a little more food, Urk and I mistook a turning and found ourselves by a pile of rock in a dead end. I had a sling and bent down to pick some of the rocks for ammunition. A split second later the pile reared up in a mass of writhing tentacles, spat fire from its drooling jaw and slashed at my arm with its rattling tail. I began to feel a numbing sensation in all my limbs. Poison.

If it hadn't been for Butch and Bing's fireball spell our whole quest might have ended then. Just as it prepared to strike me again, the creature disintegrated in a puff of foul-smelling smoke. I owe my life to Bing. Without his antidote, I would be dead.

Sixth Day

We are only beginning to fathom the mysteries of these caverns. A network of trap doors, secret panels, hidden passageways and complicated gate-opening mechanisms seems to have



▲ Two treasure chests and a closed gate. Open the chests and you'll find many useful items; open the gate and you'll find trouble

MASTERING THE MAGIC

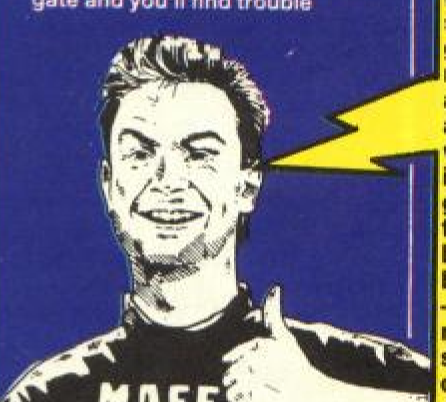
Spells are cast using a combination of up to four magic symbols. They're divided into four categories: Power, Element, Form and Alignment.

To prepare a spell just click on the relevant icons in the right order. You always need a POWER SYMBOL and an ELEMENT – more difficult spells, like fireballs or poison charms, require FORM and ALIGNMENT icons.

So how do you know what symbols to use? Easy. Just pick up and read the scrolls scattered around the dungeon or (if you've got the time), experiment.

Be careful though: spells use up Mana, the magical energy of each character; the less magical ability you have the more energy it takes to cast a spell. That's why it's important to pick a mixed party of wizards and fighters. A really strong fighter will need lots of Mana just to cast a very basic light spell.

Practice makes perfect. If your spells don't always seem to work, keep trying them out until you get them right. Even if you don't succeed your magic experience will go up.



OK, so I may not be into all that dungeon questing and role-playing lark but I know a brilliant game when I see one and this is a brilliant game. What bugs me about most RPGs is all that messing about with menus and options and really pathetic graphics which don't really give you any idea of what's supposed to be going on. In Dungeon Master **on the other hand, you'd have to be deaf, dumb and blind not to be affected by the atmosphere – the way some of the monsters creep up on you and scream is enough to give anyone a heart attack! If you have got the extra K, get this now. If you haven't, keep slavering until you can get hold of the A500 version.**



▲ At last! The end of the level! Unfortunately, one of your party didn't quite make it. Still, if you pick up his possessions and bones, there could be a handy resurrection chamber lying around down there

This has to be the most amazing game of all time, anywhere, ever – for now anyway. The first person perspective ensures an incredibly realistic atmosphere – you just can't help really getting into the feel of walking through damp, echoing caverns searching for ghosts. You can touch everything, try to move everything, use any object you come across, drink water, throw things and even eat some of the monsters you've killed. The puzzles are incredibly devious, the spell system is really flexible and the need to practise magic and spells gives the whole thing that extra-special depth. I'm just miffed that we've had to borrow the extra memory to review it: I'll have to wait for the 512K version before I can *really* get into playing again – aargh!



defeated all our logic. Until we solve these problems we cannot progress. Meanwhile, we are all light-headed and increasingly irritable. There is no more food and we are having to survive on water and stamina potions alone. I can't help thinking about food – even the vile taste of screamer slice would be welcome now.

Bing is beginning to look very pale – I fear for his life.

Seventh Day
My limbs are weary from walking sideways so much but it's vital that we do not miss the hidden wall panels which, when pressed, might reveal a hidden passageway containing extra treasures or food. A treasure chest was visible through a force field but we still haven't discovered how to get it out.

Eighth Day
Slow progress. We have been searching for the key to a gate out of this section of the labyrinth. It's hidden in a matrix of confusing passageways which seem to transport you, as if by magic, from place to place. If it hadn't been for Urk's idea to keep dropping various objects as an aid to mapping, we might never have succeeded.

Towards what must have been nightfall, Bing's stamina finally gave out. We are sharing his possessions and Urk is looking after his bones – if we ever reach the next resurrection chamber, we'll be able to regenerate him and bring him back to life.

Tenth Day
A short time for rest and repose. We finally reached a regeneration site and there I witnessed one of the few miracles to be found in this god-forsaken place. Urk gently placed the bones in the niche. There was a spark, a blinding flash and there by my side was Bing – dazed, dishevelled and bemused but definitely alive.

We've found a safe place to sleep and restore our energies but I cannot help remembering the rumours about horrible, fire spitting eyeball monsters that lurk deep within the dungeon walls. We've been through so much – let's hope it hasn't been in vain . .

THE A500 VERSION . . .

The version currently on the market is *only* for the Amiga 2000 or the expanded Amiga 500, ie: if you haven't bought a 512K RAM expansion (about £100), you can't play it.

Never fear though, an Amiga 500 version (costing £24.99, just like this one) is on its way and should be available some time later this year – at the latest in August.

What's been causing all the delay when they managed to shove all the game into the 512K of the ST last year? Well, apparently it's because the Amiga has less free RAM available than the ST, so it's been a real challenge trying to cram it all in! Mirrorsoft say the programmers are perfectionists – you can be sure they won't rush out the A500 version of this incredible RPG just to make a few fast bucks.

▼ A whole world of subterranean terror awaits you – dare you enter the dungeon?



PRESENTATION 96%
Extremely detailed and accessible control method with player inventory, spell menu and weapon icons. Save game procedure is a bit laboured though.

GRAPHICS 95%
The scenery scrolls in 3D blocks – it's interactive, detailed and extremely atmospheric.

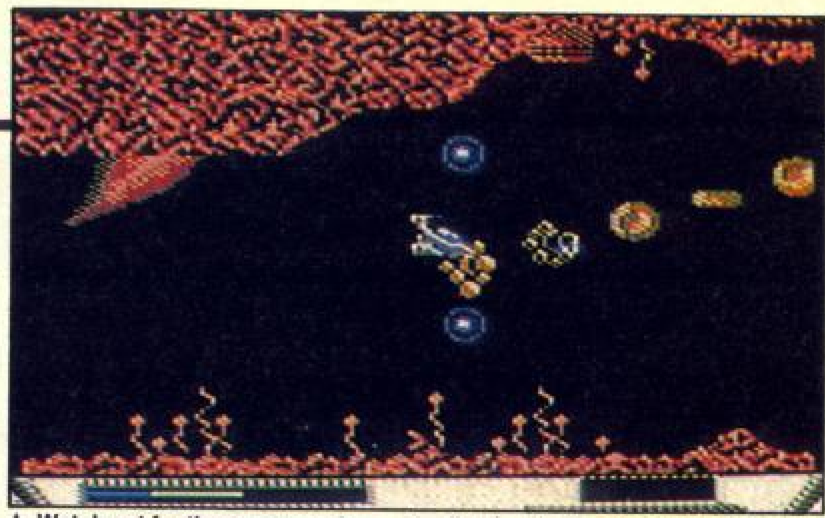
SOUND 65%
Stereo screams plus the occasional eerie rattling door and heartbeat effects.

HOOKABILITY 95%
You can see what you're doing so it's much easier to get into than most RPGs.

LASTABILITY 98%
With 12 increasingly difficult levels, such complicated puzzles, magic and fighting options, you'll be playing for months.

OVERALL 98%
The best game we've ever seen.

DNA WARRIOR



▲ Watch out for those corpuscles on the first level – they're not the kind of organism to appreciate a fantastic voyage when they see one

Artronic, C64 £9.99 cassette, £14.99 disk

Ever seen *Fantastic Voyage*? You know, it's that totally believable film which has Raquel Welch and a whole load of other plastic scientists battling with foam-filled corpuscles and polystyrene tissue walls inside a bald man's body. Great, eh?

Well, now you can do that very self-same thing yourself. There's a crisis in the lab. Not content with having a very silly name, Professor Szymanski has implanted a piece of raw DNA in his brain. Trouble is, a completely unexpected lab explosion has sent this very delicate procedure totally askew: the professor's in a coma, the DNA's growing and unless you manage to locate it, he'll probably die. Good riddance if you ask me.

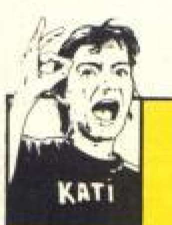
The professor's cells are even less likely than the Queen of England to send out a welcoming committee to a bloke in a Microsubmersible (that's you). Antibodies and mutant cells (from the DNA) swarm towards you, so you'd better shoot them first. Get whole formations and they'll leave a few extra weapon plasma spheres behind (see box).

To make matters worse, you've actually got to find all the professor's intercellular junctions to help you though the body – and for some of them you'll have to find a key.

If you manage to find and collect all eight pieces of the valuable Growth Inhibitor, all you've got to do is face the mega brain implant itself. Oooh!

EXTRA WEAPONS

1 sphere: extra manoeuverability
2 spheres: rapid fire cannon
3 spheres: ventrally mounted cannon
4 spheres: orbitally accelerating cannon
5 spheres: absorption shielding
6 spheres: 'starburst'
7 spheres: energy replenishment



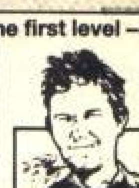
KATI

Ever since I first saw the film I've really fancied myself as a bit of a Fantastic Voyager, so this is just the game for me. I've got to admit, the shoot 'em up element isn't really up to the standard of the likes of, say Armalyte or Denaris (the action isn't anywhere near as frenetic for a start) but it is quite a lot of fun to play and that's what's supposed to count, innit? Anyway, the collect 'em up aspect gives it just that bit of extra depth, and the fact that you actually have to *find* your way round the body makes it all the more interesting. Not the greatest, most graphically advanced shoot 'em up ever, but quite a hot little number nevertheless.



MAFF

Oo 'eck – another of them shoot 'em up thingies. Well, not quite – this has mapping and collect 'em up elements thrown in as well. Great! Well, it would be if the graphics were a bit more detailed and the action had just that extra bit of speed. Don't get me wrong – it's pretty good as it is (the two-way scrolling's a really unusual idea and there are plenty of levels to complete) but it could be a tiny bit better. If you're a real hardened blaster, definitely give this a look, but make sure you *look* before you leap. Corny, eh?



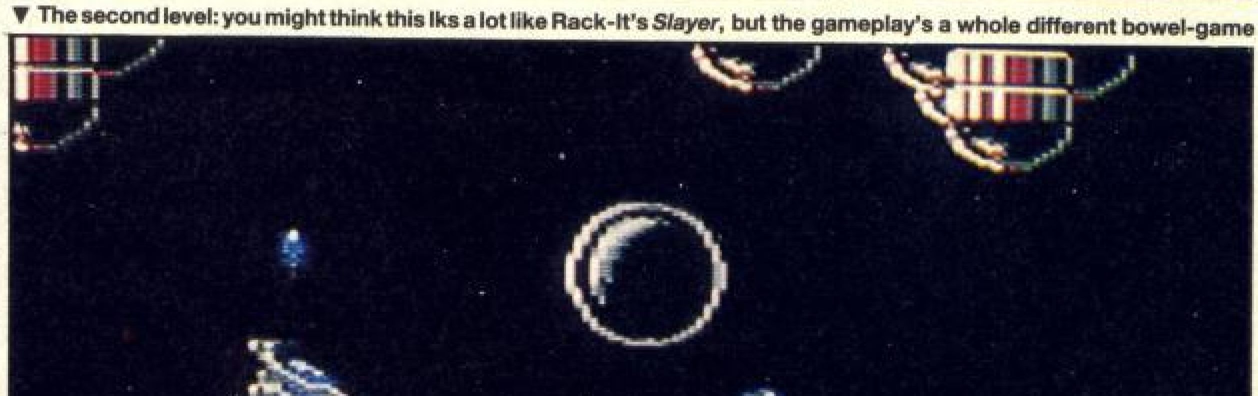
GORDO

Hmmm . . . I've been playing Denaris a lot recently, and DNA Warrior does come as a bit of disappointment after that. The two-way scrolling definitely makes a change and so does the idea that you've got to find your way *around* the shoot 'em up. It's just that the action doesn't move quite as fast as I'd expect and all that exploration turns out to get extremely annoying after a while. Thing is, you've got to find your way through the body by a process of trial and error, just trying to leave the screen where you think there might be a junction. In other words you *have* to keep on dying. I wouldn't say that spoils the gameplay completely but it does make the difference between something pretty good and something really great.

amiga

An Amiga version with enhanced graphics and sound is under development and should be on its way soon. It'll cost you a cool £19.99.

▼ The second level: you might think this lks a lot like Rack-It's *Slayer*, but the gameplay's a whole different bowel-game



update

PRESENTATION 60%
Mini poster instruction sheet, plus good front end but, apart from that, nothing special.

GRAPHICS 72%
Various suitably organic looking backgrounds and sprites, but they could have been a bit more detailed.

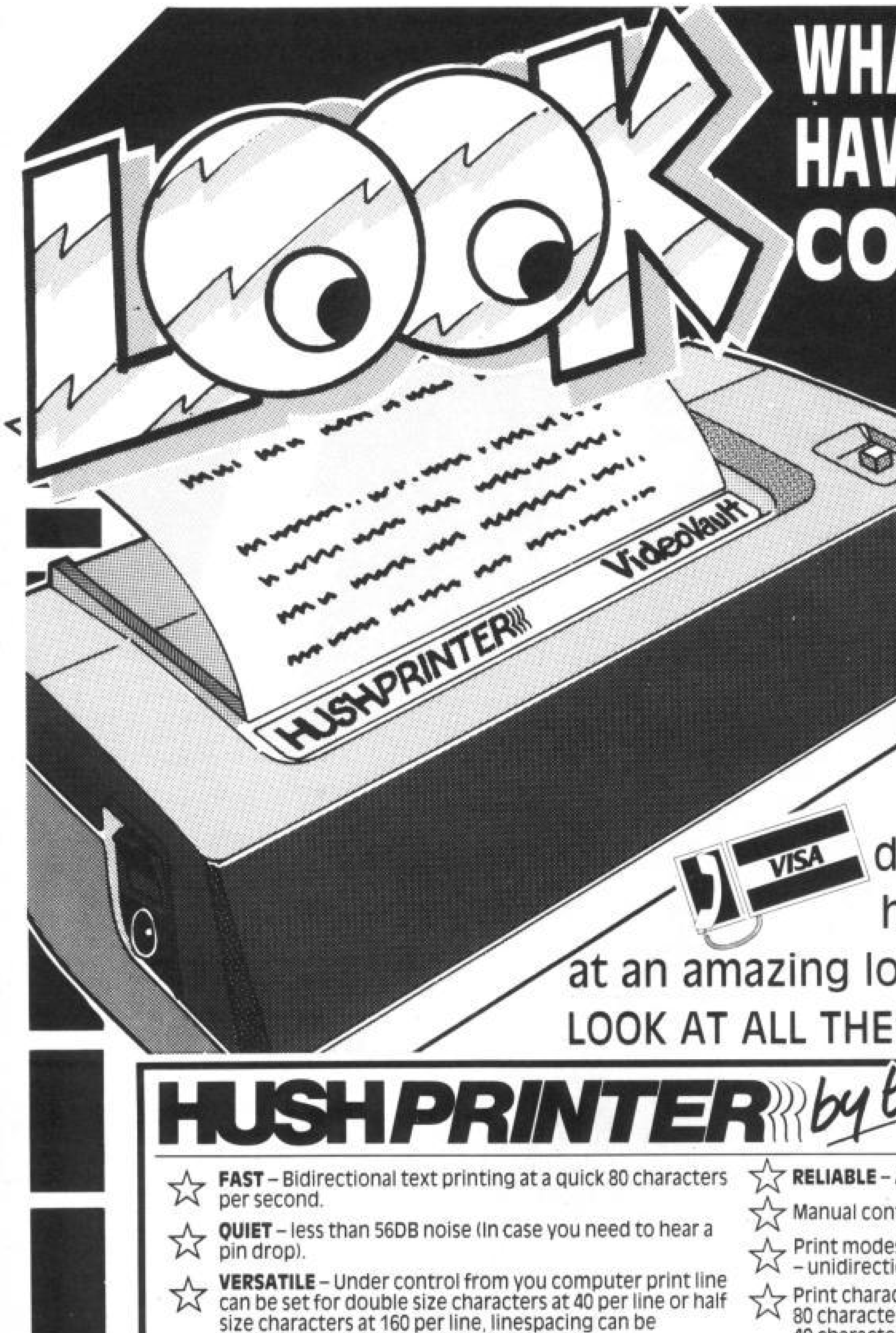
SOUND 75%
Funky in-game and title tune plus the odd blippy spot effect.

HOOKABILITY 71%
Multi-directional scrolling and mapping takes a bit of getting used to at first.

LASTABILITY 74%
There's plenty to explore, collect and map once you've got the hang of it.

OVERALL 74%
An unusual combo of shoot and explore elements which just falls short of being great.





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  4800 dots per square inch (60 vertical by 80 horizontal)
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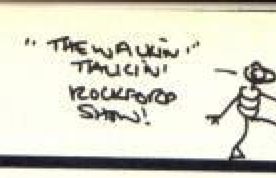
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WAR IN MIDDLE EARTH

Melbourne House, C64 £9.99 cassette, £14.99 disk

At the dawn of creation, all the different races of Middle Earth came into life. A creature called Sauron, the baddie of the show, tricked the Elves to make nineteen magical Rings of Power (which were distributed to influential rulers) but kept the most powerful One Ring for himself. Unfortunately, Sauron's power got the better of him, and he was duly attacked and defeated, though the ring got lost in the battle.

Years later, while playing by a nearby river, two hobbit friends found the ring; one of them killed the other for possession. After being hounded out of his village, the pitiful creature crept into the dark caverns beneath Middle Earth, where he became withered and grey. His name was Gollum . . .

Another hobbit, a burglar known as Bilbo Baggins, stole the ring from Gollum, while out removing treasure from the lair of Smaug, the dragon king. The great wizard Gandalf, realising that this ring was in fact *the One Ring*, decreed that it be destroyed, by throwing it into the crack of Mount Doom. It was thus handed to Bilbo's young nephew, Frodo, for him to carry out the ominous task.

The spirit of Sauron, however, had been observing all of these happenings, and began mustering a huge army, to retrieve the ring from its captors, restoring Sauron to power. And that's where this game begins.

You're in charge of the good guys. Sauron's armies of orcs, trolls, Nazguls and other nasties are out to get you – unless you get *them* first. Action takes place over three different screens: the Map of Middle Earth, the Campaign Map and the Combat Screen. The player's armies are tracked on the main map, while a close up of the quest, giving information on army sizes, towns and other details is given on the Campaign Screen.

When one of your armies confronts an enemy unit, action switches to the combat area. You've got total command over all your side's forces which can be moved around at will to attack any member of the enemy party.

Basically, you've just to keep on fighting until you reach Mount Doom and get the chance to destroy the ring. If any of the enemy forces overcome the ring bearer's party (that's on your side, dummy), the ring will be returned to Sauron, and the Allies will be defeated, bringing darkness to Middle Earth for an eternity. And that's *a long time*.

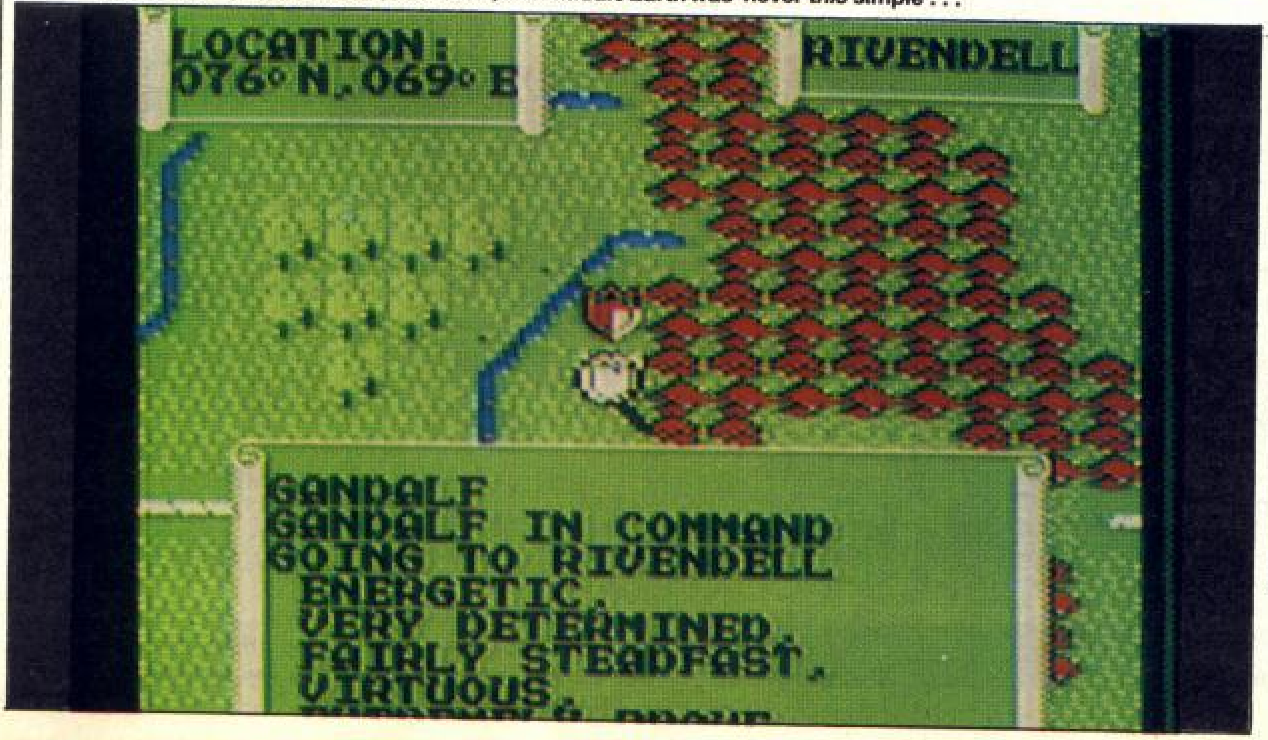


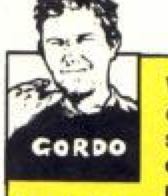
War in Middle Earth, while being a fantastic concept, doesn't actually work that well as a computer game – mainly because the amount of complicated decisions the computer has to make ensure that the game runs at too slow a pace to make it enjoyable. Presentation is what you would expect from a wargame – thick manual, impressive map, workmanlike graphics and sound effects – but on a really good product of this type the involved gameplay should compensate for the shortcomings of the physical makeup of the program. In this case it doesn't. Ah well . . .

▼The Big Map as opposed to the Smaller Maps – you'd have to look pretty hard to find Frodo in that lot



▼ Not quite up to the Tolkien literary standard, is it? Middle Earth was never *this* simple . . .





While War In Middle Earth **boasts some pretty clever programming, so much having been crammed into the one load, it's had to sacrifice a lot of speed, especially on the battle screen; it's a pity that's the most important bit! The characters trudge around as if they're in an action replay – either that or they've got stuck in Middle Earth treacle. Yurk! Sound, as far as it goes, is fairly impressive for this kind of game, with some quite convincing metallic clunks in the swordfighting scenes. Still, that's no good if the action's too slow. Melbourne House seem to have bitten off a mite more than they could chew.**

amiga

The Amiga version should be out in the next couple of months. For £24.99 you get some much more involved gameplay which combines adventure with strategy elements. There's less beat 'em up style involvement, and a fair bit of emphasis on individual members of your party picking up objects, weapons and magical artefacts.. You can communicate with other characters and even get some to join your party. Sounds good, eh? Let's hope we get a look in soon.

update

PRESENTATION 79%
Easy to use icons, fat, informative manual, save game option and detailed map enhance the nasty cardboard box packaging.

GRAPHICS 58%
Uninspiring map graphics, with colourful but poorly animated sprites in the battle area. Everything very s-l-o-w.

SOUND 45%
Good, if sparse, spot effects. No tune.

HOOKABILITY 69%
Should gain a lot of interest – especially from wargamers and Tolkienites.

LASTABILITY 59%
Sluggish gameplay might put you off in the long term.

OVERALL 69%
A very competent wargame which is just that bit too slow.

R-TYPE

Electric Dreams/Mediagenic, Amiga £24.99

●Strap on yer pods and blast yer beams in this great conversion

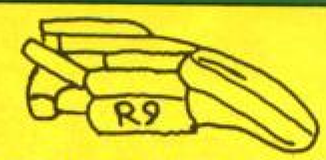
In the early 21st century, the people of Earth realised that they must preserve their planet. For many decades, they have been keeping the atmosphere clean, conserving fuels and maintaining a healthy environment. Unfortunately, when such a healthy planet exists, alien forces become jealous . . .

The people of the distant planet of Bydo are such a race: they haven't been so careful to preserve their world. Their planet is dying and they're looking to invade the Earth and claim it for themselves, destroying the human race in the process. A message has been intercepted that tells of strange robots, spaceships and bio-mechanoid creatures being built to stamp out the humans and leave the way clear for an invasion.

Defence forces were collected to try and counter these machines, so the engineers of Earth began a programme to put a stop to the Bydonian plan. Thus the *R-Type* fighter was born. Various models were made until version nine was considered the perfect attack craft, due to a revolutionary new weapon system.

It was discovered that certain Bydonian robots were powered by crystals that could be used to generate holographic images capable of releasing powerful energy bursts. The engineers built the patented holo-cell weapon – a pod that could be added to the front or rear of an R-Type fighter. The standard model R9 was fitted with a pulse laser, mega-beam laser and a holo-cell converter. The crystals needed could be collected by shooting hovering robots; they then converted the pods to weapons such as reflection lasers, ground lasers and homing missiles (see R9 weapons box).

To win you must fly the R9 into the heart of Bydo and destroy all the guardian creatures: strange beings such as huge Geigeresque semi-mechanical creatures, tree stumps concealing huge metallic snakes and gigantic space cruisers. Destroying these mega-beings will negate the Bydonian invasion plans, giving the people of Earth some breathing room, not to mention warning them to keep an eye on the activities of the planet Bydo on future . . .



R-TYPE FIGHTER MODEL 9 WEAPONS

- Reflection Laser
- Anti-Aircraft Laser
- Ground Laser
- Homing Missiles
- Extra Speed
- Shield Orbs

conversion **97** factor



▲ OK. You're surrounded by a load of aliens, all keen to blow your ship into tiny bits. You're worried? Why worry when you've got all that weaponry available to you?

Last month I said that the 64 version of R-Type **wasn't as bad as I thought it was going to be, but after seeing the ST version I had high hopes for the Amiga. I must say that I'm not disappointed – the Amiga conversion is brilliant! It gets off to a good start with the amazing loading music backed by a great picture, and then drops into the metallic letter-spreading intro sequence – just like the coin-op . . . except that the coin-op hasn't got a title picture! The graphics are arcade quality, with smooth sprites and no flicker (the PC Engine version *has* quite a bit of flicker – in fact I'd go as far as to say that I think the Amiga version is better than the PC Engine version!) Anyone in possession of an Amiga who likes the** R-Type **coin-op should buy this as soon as possible.**



Remember the Amiga Update box in last month's review of the 64 R-Type**? We were hoping for 'arcade quality graphics and gameplay', and we've got 'em! Electric Dreams have done an absolutely brilliant job converting this game to the Amiga, from the graphics and sound to all the little presentation details – including the continue play option (what a relief it is not to have to scrabble around in my pockets for a couple more 10ps when the message appears!). The game's still multiload, but you hardly notice since it's done so well; and that 'certain other shoot 'em up' that caused all the fuss doesn't really have the punch to keep up with the 'official' game – on the Amiga, at any rate. This falls into the category of 'first class coin-op conversion', and there's no excuse to miss it.**



▼ Things got pretty hot on the first level – by the second they're getting a little too tough for comfort. Still, if you're really hard, you can spend time looking at those arcade-perfect graphics, can't you?



PRESENTATION 87%
Superb appearance with plenty of arcade standard touches and a smooth multiload system.

GRAPHICS 93%
Smooth, varied and colourful with some impressively large sprites.

SOUND 94%
Powerful effects, burbly tune and a brilliant loading track.

HOOKABILITY 94%
Well, you've got to play it haven't you? It is *R-Type* after all.

LASTABILITY 91%
Brilliantly addictive action which is fun even if you complete it – and there's plenty of blasting until then . . .

OVERALL 94%
An amazingly playable and superbly accurate arcade conversion.

over 'ere Son! ON Me 'eAd!
Readers voice

4 SOCCER Simulators



▲ And all four of them are pretty chronic, too. When will it all end?

Codemasters Gold, C64 £9.99 cassette, £14.99 disk

And as you join us halfway through the second half of the match, it's Beardsley with the ball, on to Barnes, who sends it back to Aldridge. A flick on to Rush and . . . GOAL!!!

Yes, there's nothing like a Saturday afternoon game of footy. Shivering in the old shorts, six inches deep in mud, and God knows what else. If you enjoy the game, but aren't really keen on total physical collapse, Codemasters come to the rescue with their compilation of soccer games to test your skill, stamina and joystick dexterity.

In no particular order, the four titles are: 11-A-Side Soccer (yer average kickabout, with ten kickers and one catcher each side), Indoor Soccer (5-A-Side footer in the gym, bouncing the ball off walls), Street Soccer (ask the lads round, smash a few windows and generally cause a bit of aggro as you knock a ball around the roads) and Soccer Skills.

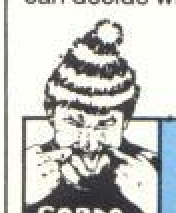
That last one is where it starts to get a bit more complicated. Basically, you take your pick from several practice options (ball control, goalkeeping, penalty taking, sprint training, press-ups, bar jumps, weight lifts, situps and bar lifts – just a few, there) or go the whole hog for a complete circuit training session against the clock.

Apart from the Soccer Skills title, which involves the usual *Decathlon* run-your-joystick-into-the-ground style of play, the rest of the games all stick to the same basic rule: kick the football around the field (or road), and attempt to score as many goals as possible to defeat the opposing team.

There are all the usual freekicks (behave badly or do a Maradona handball and your punishment is one of those), corners, goalkicks, throw-ins and penalties and you can pick auto or manual selection of players. In a manual game you can decide whether your team's



With the exception of Soccer Skills, which is a poor relation of the Decathlon **genre, all the other games are exactly the same, but with differing amounts of players and changing backgrounds. Sprite movement is awful, joystick control being excessively responsive, and the whole thing looks like a mish-mash of budget titles, thrown together to represent value for money. It doesn't.**



Interesting, this: the players rush about as if they were on the end of the Benny Hill Show, and the ball defies the laws of physics regularly, arching off in some amazing directions. And if that isn't enough, my men kept disappearing at crucial moments of the game. Not one I can recommend, especially when the likes of Emlyn Hughes International Soccer **are available at the same price.**

GALDREGONS DOMAIN

Pandora, Amiga £19.95 disk

Azazael, once dead, now resurrected, can destroy whole armies at the wave of a wand – his little finger contains more magic ability than a sorceror's apprentice can make a mess of learning in a year (and none of those walking broomsticks, either). Worse still – yep, there's more – he's gathering his forces for a massive assault on King Rohan and Galdregon's Domain.

Unless you – one nasty, iron-wielding, mean-man barbarian – manage to recover the five gems of Zator, no-one, but no-one, is going to be able to stop him. Aargh!

The action is shown in first person perspective 3D and you can pick up objects, talk, drink potions, check your status, fight etc, using the icons at the base of the screen.

Not that all this is *just* yer usual gory hack and drink blood sort of stuff. This may be a bit unusual for a barbarian, but it might help if you

▼ **Is this the game that was supposed to rival *Dungeon Master*? It doesn't come within half a league**



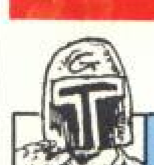


It's no good, I can't keep my mouth shut any longer – I've just got to say it . . . Dungeon Master**! There, it's out! That's basically the trouble with** Galdregon's Domain **– it's so similar to** Dungeon Master **in design (3D, inventory screen and all that), so it's a bit of a disappointment to find that it's not as good. For a start there's only one character, little animation, the fighting options are much less complicated and the 3D graphics are a bit confusing. Once you've got over that, though,** Galdregon's Domain **actually turns out to be a pretty nifty game in its own right. There are plenty of puzzles, loadsa magic, more than enough people to bash and an enormous environment to explore. Think you're a well-hard barbarian? Then check this out.**

64

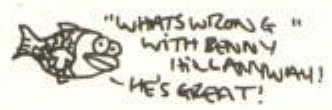
A disk only 64 version is being programmed by Digital Light and Magic. It should have all the sprites, features and backdrops of the Amiga version and will retail at around £14.95. No tape version is planned.

update



I've been waiting for this with baited breath ever since I first heard about it last year. Is it as good as I expected? Erm . . . no, not really. I was hoping for something with interactive graphics, nifty icons and brilliant first person perspective 3D. OK, so it hasn't got those, but it has got some substantial gameplay: a huge game map, plenty of characters and lots of magic. It's pretty hard to get into though, so I reckon it's been designed to appeal more to specialised RPG freaks than your average arcade player. If you've got an A500 and you just can't wait for your own version of Dungeon Master**, don't rush out and buy this straight away. Keep calm, take a deep breath and *try it first.***





playing tactics should be attack or defend.

And if you haven't worked off all your excess aggression after all of that . . . well, your name must be Brian Clough, mate.

PRESENTATION 87%
Four player option, concise instructions and an unusual, book-like options menu plus glossy photo poster.

GRAPHICS 32%
Well below average characters tear around gaudy, blocky backdrops.

SOUND 35%
Mildly boppy title tune which quickly aggravates, coupled with unimpressive cheering noises.

HOOKABILITY 27%
The front end attracts more attention than the games themselves.

LASTABILITY 23%
Footy fan or not, there just isn't enough to keep anyone hooked.

OVERALL 24%
A package which would be of questionable value at budget price, never mind a tenner.

try talking to people and helping them out when they ask you a favour.

You never know – you might actually enjoy the odd two minutes being nice. Make a nice change, anyway . . .

PRESENTATION 78%
Easy to access icon control method plus helpful inventory screen and manual. Awkward scrolling messages and slightly confusing fighting mode, though.

GRAPHICS 73%
Detailed location, inventory and map graphics but the 3D is confusing and badly implemented.

SOUND 47%
Atmospheric title music with sparse and basic in-game effects.

HOOKABILITY 59%
It looks very nice but it's easy to get lost and takes a while before you start to progress.

LASTABILITY 85%
Once you've got into it, there are more than enough puzzles and locations to keep you pumping iron.

OVERALL 70%
An absorbing, if disappointing, complex 3D-style RPG.

DENARIS

US Gold, C64 £8.99 cassette, £12.99 disk; Amiga £24.99

Ooh, bit of a touchy one this. Do you remember waaaay back in Issue 42, when we had this amazing shoot 'em up in for review? Well we thought that it was so brilliant that we'd give it a Sizzler and stick a demo cassette on the cover. Six months of egg on our face later and the *Katakis* Phoenix rises from the ashes – US Gold unveil *Denaris*, a shoot 'em up with progressive weapons, add-on guns and stuff.

Oh yeah – the game . . .

Your objective is to fly your fighter craft into a series of enemy installations and defeat the guardian that sits in front of the warp to the next sector. You start off with a single laser and a number of back-up craft, but as you play you can collect extra weapon pods (left behind by certain enemies) to help you on your way.



I didn't review this the last time round even though I did play the game, so I missed out on all the aggro. Now that I've come to review Denaris**, I can see that the Amiga version has been changed a lot. The 64 version has undergone a number of cosmetic changes, enough to satisfy everyone that it isn't a blatant** R-Type **clone, but it's managed to keep all the playability of the original. I reckon that the 64 version is the better of the two, basically due to the variety of the graphics, sound and tactics for each level – the Amiga version could do with a tad more. It's still an enjoyable game though – 'essential viewing for fans of the genre', as they say . . . well, they do at the Funny Farm where I come from.**



PRESENTATION 83%
One or two player option but the multiload may mildly annoy cassette users.

GRAPHICS 94%
Varied aliens and backgrounds with particularly impressive guardians.

SOUND 90%
Plenty of blast and crash noises and a different tune for each stage.

HOOKABILITY 92%
Should keep as strongly as similar arcade games but some blasters may find the going tough.

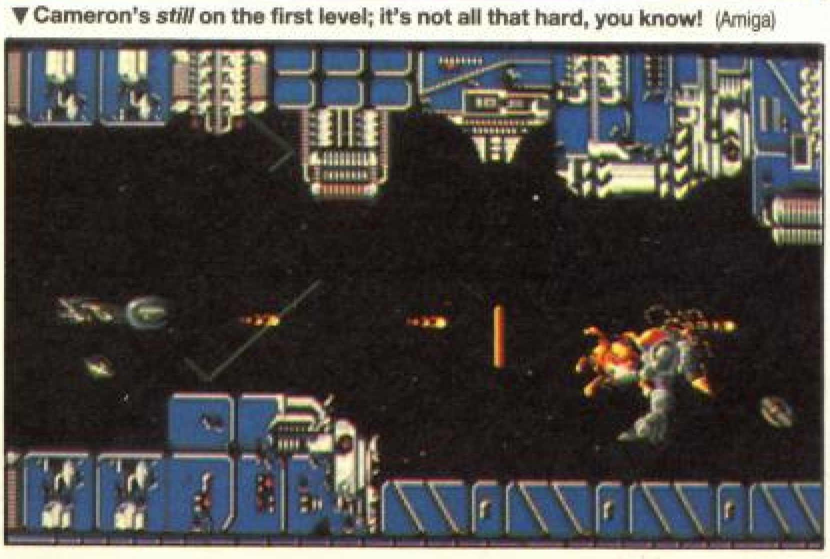
LASTABILITY 96%
12 diverse levels to keep you glued to your joystick.

OVERALL 93%
At present, the best R-Type variant on the 64.



Well, the original Katakis **review is a talking point if nothing else! Us innocent software reviewers just saying what we thought of a really good shoot 'em up and trying to be generous and give our loyal readers a present – and what happens? We land up to our necks in . . . er . . . trouble. Luckily, things were sorted out and we can look at the now revamped** Denaris **with hindsight and see what we think. The two versions are in fact completely different – all they've got in common really is the shooting and the extra weapons bit. Personally, I prefer the 64 version. Its gameplay presents more of a challenge than the Amiga and the graphics and sound are just as good (within the machine's limitations). If you get the chance, have a go. You won't regret it, Dennis.**

▼ **Cameron's *still* on the first level; it's not all that hard, you know!** (Amiga)







No covermount this time, but you could be one of the 50 winners of a copy of *Denaris* on the 64 or Amiga (see page 85 for details). Just call the compline on 0898 555081 for the gen. Calls come at just 25p a minute off-peak, 38p a minute standard and peak time.

64

The 64 version of *Denaris* isn't too different from the original *Katakis*. The sprites and backgrounds that were close to *R-Type* have been changed so as not to infringe the 'look and feel' aspect of the game which tripped them up last time. The playability has been retained, though, so the original ratings should really stay the same. If anything the graphics rating should go up by a couple of percent, since the appearance is just that little bit more original. *Denaris* still deserves a Sizzler in our book . . .

update

AMIGA RATING

PRESENTATION 52%
Average intro and a score table, but not much else.

GRAPHICS 79%
Very nice sprites, but the backgrounds are rather 'bitty' and colourless.

SOUND 90%
Great music, speech and sound effects push the pace along nicely.

HOOKABILITY 87%
Good, honest, blasting fun from the first play.

LASTABILITY 81%
Varied enough levels, but it's a little on the easy side.

OVERALL 88%
A good shoot 'em up which doesn't quite reach the top-notch quality of the 64 version.



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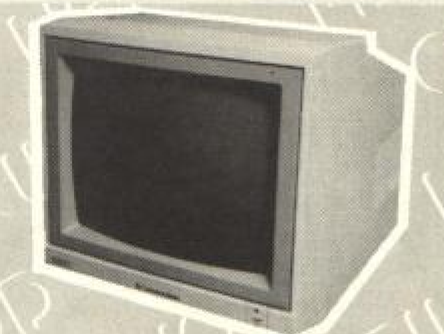
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Electric Dreams, C64 £9.99 cass, £14.99 disk; Amiga £24.99

●Blast aliens and scratch your head in Electric Dreams' ball-shrinking stunner

It's no easy life if you're a shiny little metal ball. For a start, you're shoved into practically every game that's going: marbles, pinball, bowls, executive toys, computer games – you name it, it's got a little round ball in it.

Bet it hasn't got one, though, that can do as many things as the . . . wait for it . . . *Incredible Shrinking Sphere*.

You've heard of the Superbowl. Well, this is the Super*ball*. Course, this metal mother doesn't just stay plain old average size – it can change its volume, shrink or grow, arm itself with all sorts of dead complicated missiles, wear a shield, alter its weight and absorb assassins all over the shop.

Why? Well, me old son, it's a bit like this . . .

Somewhere in one of those very peculiar abstract worlds you tend to get a lot of in computer games, there are loads and loads of different mazes. Each level is divided into four planes connected by lifts, and all you've got to do is find your way out.

Not easy that, 'cos the floor's made up of all sorts of different tiles (see box) which alter your makeup, start decaying when you pass over them or just send you ricocheting off in every possible direction except the one you want to go in. Worse still, there are assassin generators all over the





Any wimps out there who've been bawling their eyes out over the lack of originality in the software industry, dry your eyes and come out of the cupboard RIGHT NOW. As a hotchpotch mixture of the Marble Madness **style and loads of puzzle content, this has to be one of the most unusual, original and thought-provoking arcade games to hit ZZAP! Towers since** Bombuzal. **The action can get really frantic, the puzzles are dead fiendish and there are loads of different levels to explore. Just goes to show you don't need a licence to produce a really brilliant game.**

Well this makes a bit of a change, doesn't it? Actually it reminds me of t'good old days, back when I were a lad and there weren't half so many of them licences and tie-ins on the shelves. You've got to admit, this isn't quite as good as Spindizzy **(that's one of my favourite games of all time, by the way) but it is extremely original, incredibly devious and packed full of the sort of puzzles you'd bend over backwards (not easy for a tub like me) to solve. If you know what's good for you, give up Mars bars for a week, wash the car, do a sponsored walk; anything (OK, OK *almost* anything) just so you can get a copy of this.**





▼ **If you think this marble's mad right now, you'll be spin dizzy when you get to the next level** (64)

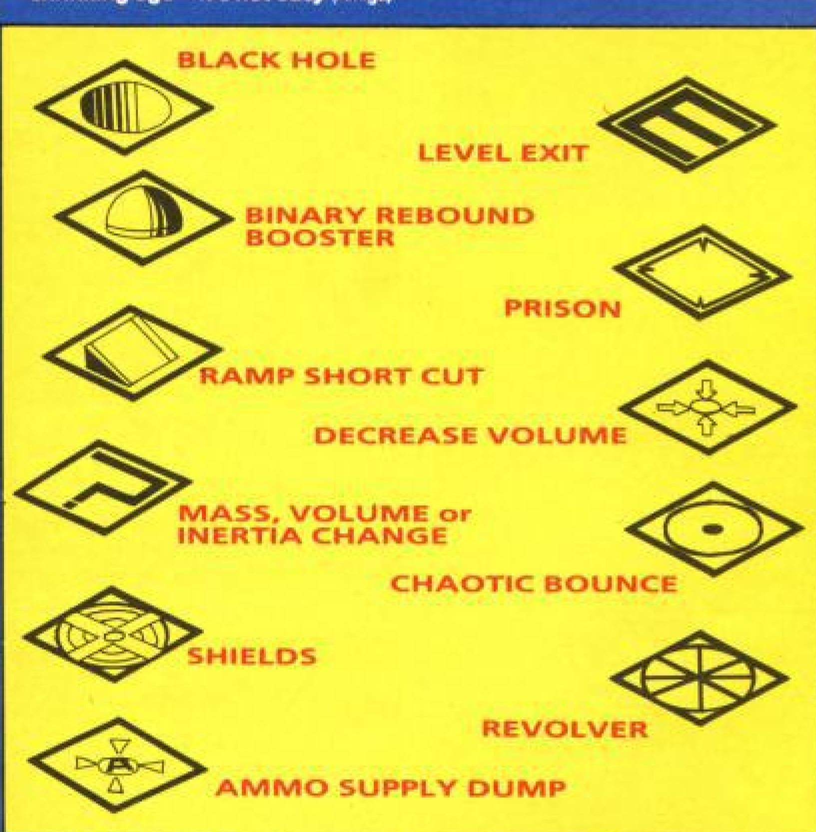




When you first pick up ISS, **you might not think it's all that great. The controls are a bit fiddly, you keep getting blown up all the time and you get lost in the mazes. But once you've got the hang of the control method, you start to find your way around and place the ammo dumps at strategic points; from then on, it's really gripping. The neat graphics and sound effects only make playing the game even more enjoyable! If you're looking for something that's really different and that'll last you a long time, you couldn't get much better than** ISS.



▲ **Playing this game for too long might give you an incredible shrinking ego – it's *not easy* (Amiga)**



place – if you touch any of these pods or spheres without a shield, you're in prime condition for the scrap heap. Ouch.

Course, if you want to get out alive, it's no good just going all out and whizzing round the course 'cos you'll last about five seconds. What you've gotta do is use yer brain.

So that makes it just about the ideal game for everybody – except Maff.

64		amiga
83%	**PRESENTATION**	87%

Tile directory, high score table plus the chance to position your own ammo supplies on both versions. The Amiga lets you adjust joystick controls.

82%	**GRAPHICS**	80%

Detailed backgrounds plus very realistic 3D and ball movement; but there isn't that much colour.

93%	**SOUND**	88%

Haunting title tune (reminiscent of *Delta*) with abstract effects on the 64. Funky Amiga title tune with suitable banging and echoing in-game effects.

89%	**HOOKABILITY**	89%

Control method takes a bit of getting used to – but once you've got the hang of that, you're away.

93%	**LASTABILITY**	93%

With so many complex levels, you won't stop playing this for quite some time.

91% OVERALL 90%

A highly original and engrossing *Marble Madness*-style puzzle game.





▲ **Yes, this was *our* first reaction to this turkey, as well!**

W·I·L·L·O·W™

Mindscape, Amiga £24.95

As Willow, hero of the game and the movie, you've got to make it through several sections to rescue a baby from the powers of a wicked queen.

First off, as Willow's accomplice, Ethna, you must negotiate a maze of dungeon rooms; lingering in any one place means capture by guards. Outside, as Willow himself, you attempt to cross through treacherous woodland, to reach the crossroads. Once there, you battle with the queen's henchmen and finally attempt to defeat the Queen Bavmorda.



CORDO

The first thing that strikes you about Willow is that it takes longer to load each section in than it does to play. When you do actually manage to get into the game, practically the only thing that influences whether you win or lose is luck. That might be OK for a bout of roulette or Poker maybe, but in a computer game – no way! Avoid it.



MAFF

Willow has to be one of the nominations for worst Amiga games of all time – it's already one of the worst film licenses. Sheer luck counts over skill in most cases. The first section, which should be designed to hold the player's interest, is a weak maze affair. There's no map, but it just takes one wrong move to get captured and that's the end of the game! Graphics are equally disappointing (very basic animation) and the sound is a grating, one channel cacophony called 'music'. That, together with one of the most long-winded loaders ever devised, makes Willow a product to avoid at all costs.

64

A 64 version is expected in the near future. Judging from the Amiga version, prospects aren't too good.

update

PRESENTATION 33%
Joystick/mouse/keyboard. Incredibly slow loader.

GRAPHICS 20%
Well below average: jerky animation and very gaudy colour scheme.

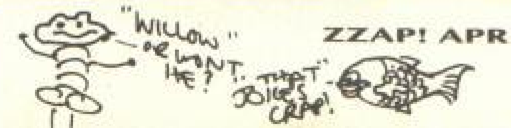
SOUND 5%
An irritating one-channel tune drones on and on.

HOOKABILITY 15%
The loader's so slow you're tempted to switch off before it starts.

LASTABILITY 5%
You will when you die, ten seconds later.

OVERALL 7%

Staring at the wall might be more fun – and it doesn't take half as long as *Willow* does to load.



COSMIC PIRATE

Outlaw, Amiga £19.99

Guy Manly is a pirate who's got tired of fending for himself. Instead, he's joined the Council – a federation of pirates which can patch into a network to find ships to plunder.

You begin play as a new member of the Council docked at NEST51. Your first job is to prove yourself by entering a set of simulators; destroying enemy craft, blasting asteroids and passing through tollgates.

When the Council considers you ready, you can launch into space and attempt to rob a Spacetruck.



I really like this game. The whole thing is charged with an incredible amount of atmosphere, with the sensational graphics and wonderful sound keeping things really interesting. Using the selection system actually feels as though you're accessing a large, complicated computer system and the raids give the sense of competing against a whole host of opponents – not only the people you're stealing from but other pirates! All would-be future-crooks shouldn't miss out on this.



▲ **Palace's latest product is a must for pirates everywhere – and there's a 64 version out soon as well! Cor!**



Things get off to a brilliant start in Cosmic Pirate **with a very attractive opening sequence. And it doesn't stop there: the whole game is crammed with well-drawn and beautifully coloured graphics – from the vector-like simulators to the hard metallic Spacetrucks. Zippo have obviously spent a great deal of time designing and implementing the presentation, which is almost seamless and incredibly atmospheric. The sttegy is backed up by some super blasting action – just the thing for a piratical (what?) space game. Great stuff!**

64

A 64 version with much the same gameplay for around a tenner *is* planned – but you won't be seeing it till the summer. Sob.

update

PRESENTATION 90%
Well designed menu system and very atmospheric details throughout.

GRAPHICS 88%
Smooth scrolling, excellent sprites and very pretty intro screens.

SOUND 90%
Hard and thunderous effects backed with some excellent music.

HOOKABILITY 85%
A little confusing at first, but great fun once you get into it.

LASTABILITY 84%
Shoot 'em up fans will want to keep boosting their pirate ratings and funds.

OVERALL 87%
An extremely playable and well-presented space game.

MOTOR MASSACRE

Producer, C64 £9.95 cassette, £14.95 disk; Amiga £19.99

After the holocaust, black market production of a disgusting but highly addictive food substitute is causing people to riot everywhere – they want more.

When word reaches you that the black marketeers are heading your way (towards the only city that remains untouched), it's out with the ATV (Armoured Transport Vehicle) for several levels of alternate driving and walking. Your objective's simple: push everyone else off the road and blast everybody else off the streets.

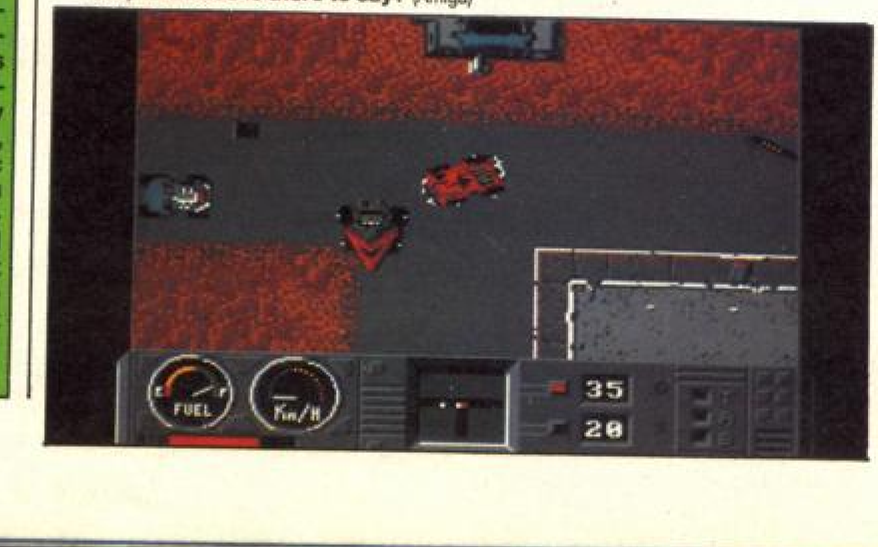


Aargh! Street Machine **meets** Miami Vice **and turns out worse than both. The scrolling's jerky and the car looks as though it's going uphill when it travels vertically, because it only goes half as fast as when driving left to right. It looks as if the programmers have gone out of their way to design a special multiload because there just doesn't seem to be enough data involved to fill an ordinary one. The gameplay isn't exactly scintillating, either – just a case of getting in a car and blowing other drivers up, and then getting out of a car and shooting people. Not my idea of a loadafun.**



What a disappointment! Everything about this looks tacky – incredibly slow multiload, messy scrolling, blocky graphics, pathetic music and sound effects. If you can find any enjoyable gameplay, you're welcome to it; I did find it reasonable for the first two minutes, but then I woke up. The only improvement about the Amiga version is the better loading. Avoid.

▼ **Motor-massacring fun in Gremlin's game of motor-massacring. Well, what else is there to say?** (Amiga)



amiga

Well, folks, we've seen the Amiga version (that's the Amiga screenshot you can see) and the gameplay's just the same. The graphics work a lot better but the sound still leaves a lot to be desired. Overall, we'd give it a rating of around 35%.

update

PRESENTATION 39%
Messy loading screen, silly instructions and pointless multiload. Load/save option during car sequence.

GRAPHICS 35%
Jerky scrolling and blocky graphics, which slow down drastically when moving up or down the screen.

SOUND 23%
Tuneless title music perfectly compliments the uninteresting spot effects.

HOOKABILITY 45%
The presentation and multiload do a lot to put you off.

LASTABILITY 20%
Play this once and you're unlikely to want to again.

OVERALL 28%
A bland race and shoot game best avoided.

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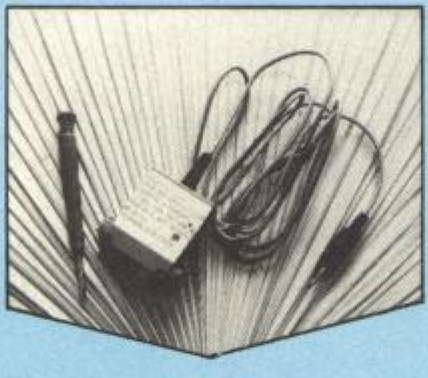
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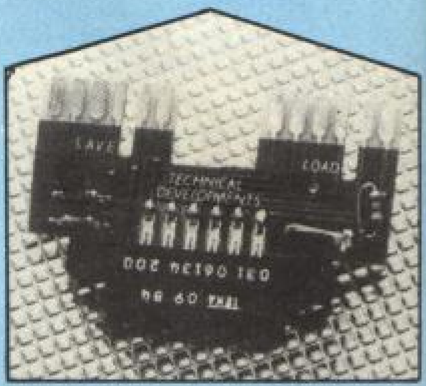
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- Uses allophones & enables anyone to create ANY word on your 64/64c/128.
- Also includes set vocabulary of 234 words (i.e. if, the, like, etc).
- Talks in four high or low pitch voices & key voicing on depression.
- Easy to use, plugs into cartridge port, NO NEED TO LOAD ANY SOFTWARE!
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- Limited amount at these prices .....

ONLY £16.99

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England BD4 7ER.

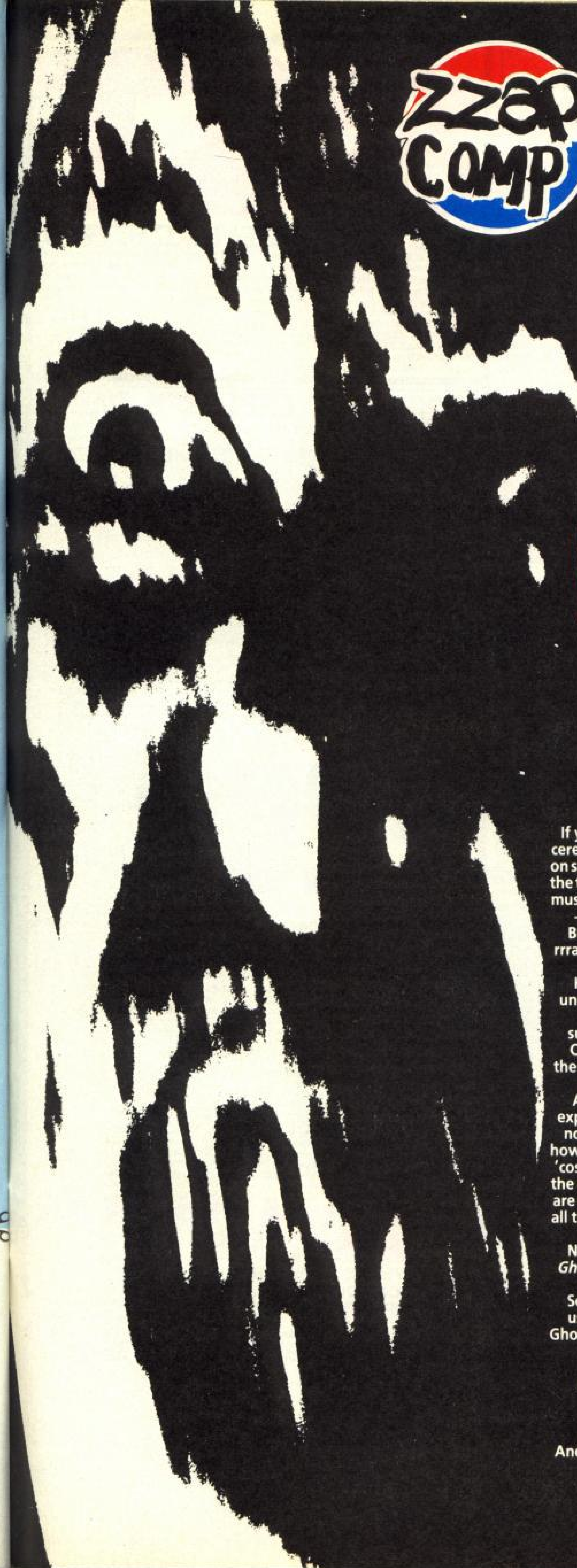
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ZZAP! COMP

A Really Ghostly Comp...

WIN A DAY AT THE ARCADES – FREE!

If you haven't seen *The Real Ghostbusters* plopping out of your cereal packet in the mornings, doing their stuff on stickers, posing on sandwich boxes, hanging around in toyshops, prancing about on the telly or saving New York from certain destruction on the vid, you must come from the only place where nobody's heard of them yet – Old Ma Ridley's Jelly Bar on Asteroid B17857777-4444.522

But there's one place Spengler, Slimer and all the rest of the ke-rrrazy gang haven't been – yet. Where? On your computer, that's where, dimbo.

Ha! Well, you haven't got long to wait because the games are under development right now down at Activision. You could be stalking 'orrible monsters or sucking up spine-chillingly supernatural spectres yourself later on this year. Waaaaagh!!

Can you wait? Well, you'll have to, mate – but what can you do in the meantime? How about entering this mega-fab, totally way-out Activision comp, maybe?

And have we got a prize for you. Ever fancied spending an all-expenses paid day out with one specially selected mate at a top-notch arcade – as many goes as you want, when you want, for however long you want? Sounds good, eh? Well, it gets even better, 'cos this isn't just any ordinary arcade – it's Brent Leisure, where the coin-ops that are going to come out over the next few months are being stored. Which means that whoever wins will be playing all the latest, hottest games, months before they're actually in the arcades. Far out!

Not only that, Activision are also offering 10 second prizes of *Real Ghostbusters* T-shirts and mugs and 10 runners-up prizes of *Real Ghostbusters* T-shirts.

So what are you waiting for? Get out yer box of crayons and draw us a picture of the sort of horribly ghostly spectre even a Real Ghostbuster would start to feel ill looking at. Shove it in an envelope and send it straight to:

I'M NOT SCARED OF GHOSTS COMP
ZZAP! TOWERS, PO BOX 10,
LUDLOW, SHROPSHIRE, SY8 1DB

And make sure it gets to us by April 11th or you'll have done all that colouring for nowt. Aargh!

520ST-FM SUPER PACK



1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
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Black Lamp	Firebird	£19.95
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Ranarama	Hewson Consultants	£19.95
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Roadwars	Melbourne House	£19.95
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Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with ½Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399 INCLUDING VAT

With SM124 mono monitor: £498 INC VAT — With SC1224 colour monitor: £698 INC VAT

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE.

520ST-FM EXPLORER PACK

WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260 +VAT= £299

ONLY £2.51 PER WEEK — RETURN COUPON FOR DETAILS

+ SM124 mono monitor: £398 INC VAT — + SC1224 colour monitor: £598 INC VAT

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NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98
NORMAL RRP:		£884.82
LESS DISCOUNT:		-£385.82
PROFESSIONAL PACK PRICE:		£499.00

£499 INCLUDING VAT

With SM124 mono monitor: £598 INC VAT

With SC1224 colour monitor: £798 INC VAT

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.



2Mb MEGA ST	4Mb MEGA ST
£899 INC VAT	£1199 INC VAT
+mono monitor=£998	+mono monitor=£1298
+colour monitor=£1198	+colour monitor=£1498

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

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THE FULL STOCK RANGE: All of your Atari requirements from one place.

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WITH EVERY ST - RETURN COUPON FOR DETAILS

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DTP PageStream £149 +VAT =£171.35

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- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

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If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

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PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

.... Postcode: ....

Do you already own a computer
If so, which one do you own? ....

DTP ☐

Hi Fans! It's time to TALK or die!

(and win £50 of software! Whoaaarr!)



Yessir, here 'tes agaaiin: ye ZZAPTIONNAIRE, where you tell us to get st***ed or slaver all over us. Only this time, you get loadsamoney for doing so, rather than being abused by Lloyd in the Rrap. It's dead easy – just fill out all those nauseatingly nosey questions below and send off the form (or a photocopy if you don't want to cut up your luvly luvly ZZAP!) to **ZZAPTIONNAIRE, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1AQ** to arrive here before April 12th 1989

The first lucky bar steward plucked from the hat wins £50 of software of their choice, PLUS a ZZAP! T-shirt and cap (aaargh!); the next five each win £20 of software and a ZZAP! T-shirt and cap (nygaaaah!). Easy, huh?

THE BASIC STUFF

Are you . . .

MALE ☐
FEMALE ☐

How old are you?

....

OCCUPATION

Are you . . .

At school ☐
At College/University ☐
Working Full Time ☐
Working Part Time ☐
Unemployed ☐

MONEY MATTERS

On average, how much do you spend on computer games every week?

£2-£5 ☐
£6-£10 ☐
£11-20 ☐
More Than £20 ☐

Have you purchased a utility in the last six months?

YES ☐
NO ☐

If yes, please state type

....
....

Do you intend to purchase a utility in the next six months?

YES ☐
NO ☐

If yes, please state type

....
....

Have your purchased a peripheral in the last six months?

YES ☐
NO ☐

If yes, please state type

....
....

Do you intend to purchase a peripheral in the next six months?

YES ☐
NO ☐

If yes, please state type

....
....

Do you intend to buy a new computer or games console in the next six months?

YES ☐
NO ☐

If yes, please state make and model

....
....

What is the major influence on your decision to buy a computer game (please indicate in order of priority 1-6)?

Friend's Recommendation
Magazine Review
Advertising
Author
Producer
Price

ARE YOU WELL READ?

When did you first buy ZZAP!?

....

How many issues have you bought since then?

ALL
SOME

If some, how many?

....

On average, how many other people read your copy of ZZAP!?

....

How do you get ZZAP!?

Subscription
Reserved or delivered by newsagent
Off the shelf
Off the shelf of a non-newsagent shop

Which other magazines do you buy?

ACE
Commodore Computing International
Commodore User
Computer & Video Games
The Games Machine
The One
Your Commodore
Other (Please Specify)
....

Which other magazines do you read regularly but not buy?

ACE
Commodore Computing International
Commodore User
Computer & Video Games
The Games Machine
The One
Other (Please Specify)
....

Do you read any non-computer mags; if so, which ones?

....

What type of game do you enjoy playing (in order of preference 1-6)?

Adventures
Arcade Adventures
Shoot 'em ups
Simulations
RPG
Strategy
Other (Please Specify)
....

IN GENERAL . . .

Please award marks out of ten for each of the following features in ZZAP!

Advertisements
Budget
Challenge
Charts
Chuck Vomit
Competitions
Def Guide
Diary of a Game
Editorial
Ken D Fish's Results
News (The Word)
Previews
Reviews
Rrap
Scorelord
Strategy
Tips
Zzuperstore

Any comments about any or all of the above?

....

Do you enjoy reading film/game tie-in features?

YES
NO

SOFTWARE COVERAGE

Please rate ZZAP!'s coverage of software out of ten

News
Previews
Reviews

REVIEWS

Do you like the new look?

YES
NO

Do you like the review style?

YES
NO

Are the reviews detailed enough?

YES
NO

Are the reviews long enough?

YES
NO

Are there enough screen shots?

YES
NO

Are the comments detailed enough?

YES
NO

How often do you agree with ratings?

Always
More Often Than Not
Rarely
Never

Do you use ZZAP! as a source of reference when buying software?

Always
Sometimes
Never

Which of the following do you object to seeing in ZZAP!?

Amiga coverage
Arcade coverage
Compunet
PBM
Video Reviews
Maff Evans

What do you think of the standard of ZZAP!'s covers?

Great
OK
Rubbish

Is there anything you'd like to see in ZZAP!?

....

Is there something which you find particularly aggravating?

....

ZZAP! GOODIES . . .

What would you like to see on cover cassettes (in order of preference?)

Playable demos
Free games
Compunet demos

Would you object to paying 50p extra for a cover cassette?

Yes
No
Don't mind

Do you want more posters?

Yes
No

OTHER NOSEY STUFF

What is your weekly income?

Up to £5
£5 to £10
£10 to £30
£30 to £100
£100 to £200
£200 plus

Where do you buy most of your clothes?

Large Retail Chains (BHS, Woolworth etc)
High Street Fashion Shops (Next, Top Man etc)
Specialist Fashion Shops
Other (Please specify)

Do you have access to a record, cassette or CD player?

YES
NO

On average per month, how many . . .

SINGLES do you buy? ....
LPs do you buy? ....
CASSETTES do you buy? ....
CDs do you buy? ....

How often do you buy canned drinks?

More than once a day
Once a day
Every other day
More than once a week
Once a week
Less than once a fortnight
Never

How often do you buy crisps, sweets and peanuts?

More than once a day
Once a day
Every other day
More than once a week
Once a week
Less than once a fortnight
Never

How often do you go to the cinema?

Once a week
Every other week
Once a month
Every other month
Less than twice a year
Never

How often do you buy books?

Once a week or more
Once a fortnight
Once a month
Less than once a month

What types of books do you buy?

Horror/Fantasy
General Fiction
Film and TV tie-ins
Computer
Thrillers/detective
Historical
War
Romantic
Sci-fi
Humorous
Non-fiction

Have you any other hobbies apart from playing computer games (such as RPG, football, PBM, train-spotting?

YES
NO

If yes, what are they?

....

Do you participate in sport?

YES
NO

If yes, list your three favourite sports

....

Do you have access to a video recorder?

YES
NO

If yes, how often do you hire pre-recorded tapes?

Once a week or more
Once a week
Once a fortnight
Once a month
Less than once a month

How often do you buy pre-recorded tapes?

Once a week or more
Once a fortnight
Once a month
Less than once a month

Do you have a bank or building society account?

YES
NO

If yes, with who (and state type of account)?

....

Which of the following takeaway fast-food chains do you prefer (mark 1-6)?

Macdonalds
Wimpy
Kentucky Fried Chicken
Pizzaland
Pizza Hut
Local Fish and Chip Shop
Other (please specify)
....

NAME ....

ADDRESS ....

....

POSTCODE ....

CUT OUT DOWN 'ERE!

CUT OUT DOWN 'ERE!

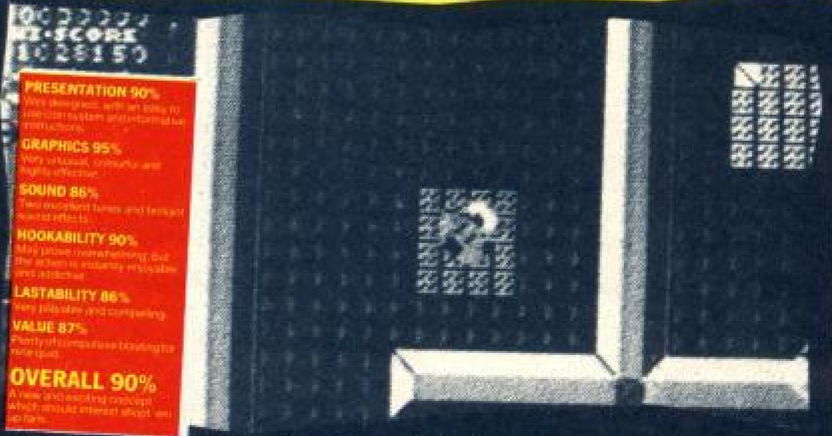
Hello, mum! Sorry about that, but life does get lonely sometimes for us writers. Slaving over a hot wordprocessor day in day out with barely a word of thanks from anyone, making tea, experiencing creative block, wondering which games to give Sizzlers (if any) and having to deal with chutney ferrets. Much the same probs that they had in Issue 23, in fact: only one Sizzler (Mutants), a game at 88% (Nosferatu), and a computer novel, which we review here because of its originality in spite of its mediocre reception.

GAMES ZZAPBACKED

MUTANTS
NOSFERATU
PORTAL

MUTANTS
Ocean

Do-do dum-dee-dee dee-dee dee-dee dee-do. Well, that's how the music went, anyway – the rest of the game made the reviewers' man fat just as happy; everyone thought it a brilliant mixture of *Psychedelia* and a poke in the eye. Jazza 'Jazza' threw himself into spasms with, 'miss it and you're missing something really special'; Gazza 'Gazza' thought it 'extremely pretty' and Pazza 'Misery' said miserably, 'the sound is a bit disappointing . . . but it's still very good'. Nowt as queer as fowk.



PRESENTATION 90%
GRAPHICS 95%
SOUND 86%
HOOKABILITY 90%
LASTABILITY 86%
VALUE 87%
OVERALL 90%

And there's me thinking that the sound was one of the best bits – especially that dead good music! Oh well, some people are never happy. It just misses out on a Sizzler in my book – but it would still get in the high eighties. If you see it on budget, don't fail to buy it, because it's great fun and tough enough to last.
GH

At the time I thought that this was a bit surreal but dead good none the less. Maybe giving it a Sizzler was rather over-enthusiastic, since it wouldn't appeal to everyone, but I liked it loads, especially the cool music. It was a bit on the hard side though . . .
ME

(Gordon) All the marks down by 5% or so; it's only aged a teensy tad-ette.

(Maff) I'd agree, except for the sound which is OK by me.

NOSFERATU
Piranha

Where are Piranha now? Ah, the passage of time an' all that, when boys grow into men and men grow into layers of dried, crumpled flesh draped over crinkling bones. Just the kind of thing that happened to Nosferatu, in fact – if you managed to kill him, that is. Brilliant 3D backed by a blood-curdling tune and some fiendish puzzles were the order of the day, all three reviewers using words like 'I thoroughly recommend it' (PS), 'amazing' (JR) and 'well worth a look' (GP).

I played this for *ages*, because there was so much depth and playability. It didn't deserve a Sizzler at the time because of some awkward and annoying gameplay bits, and it wouldn't get one now. A worthy budget release if anyone's thinking about it, though . . .
GH

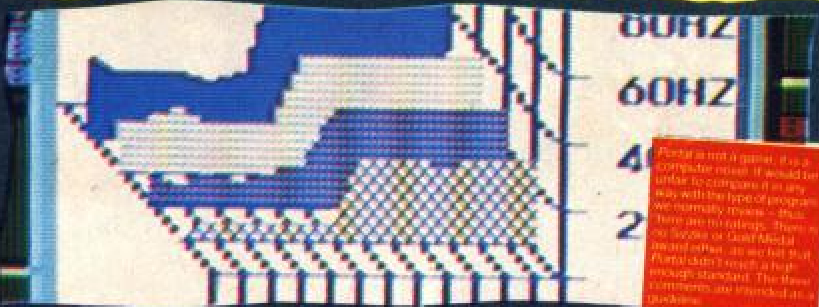
The music in *Nosferatu* sounded like 'Horror Hits for your Bontempi' or some such rubbish and made me grateful for the volume button. Playing the game with the sound off was alright though, particularly with the Transylvania-ish graphics. It has aged a bit, but not too much.
ME

(Gordon) Head Over Heels really showed what you could do with 3D, so I'd knock the graphics mark down a lot; the rest the same, apart from Overall, which would go down to the mid-70s.

(Maff) Actually, I preferred this to *Head Over Heels*, but those marks seem fair enough anyway.



PRESENTATION 88%
GRAPHICS 91%
SOUND 23%
HOOKABILITY 89%
LASTABILITY 87%
VALUE 85%
OVERALL 88%



PORTAL
Activision

A curious pot-pourri of genres (as the cliché goes), *Portal* amazed and astounded with its novel-like complexity but disappointed with its lack of true interaction. Neither an adventure nor an arcade game but a mixture of both, and definitely worth a look for its novelty value. Paul Sumner: 'it may be worth while checking it out'; Gazza Penn: 'It's all down to your personal tastes'; Jazza Rignall: 'definitely worth looking up'. A mixed bag of opinions, to be sure.

First of all, it was far too expensive for something which required too little interaction. Apart from that, it was really different to any other game I'd previously seen; a pity it was only available on disk. Because of the dearth of originality these days, it may just scrape a Sizzler now (at a cheaper price).
GH

I like science fiction stuff and can usually be found with my nose in a book, but twenty quid for something which is little more than that is a bit steep. It was quite enjoyable, but I can't see people coming back time and again to relive the experience.
ME

(Gordon) No ratings then, but I'd give it in the high 80s throughout, except for value, which would be somewhere mid-70s.

(Maff) Everything about 85%-ish, except lastability and value which should be about 70%.

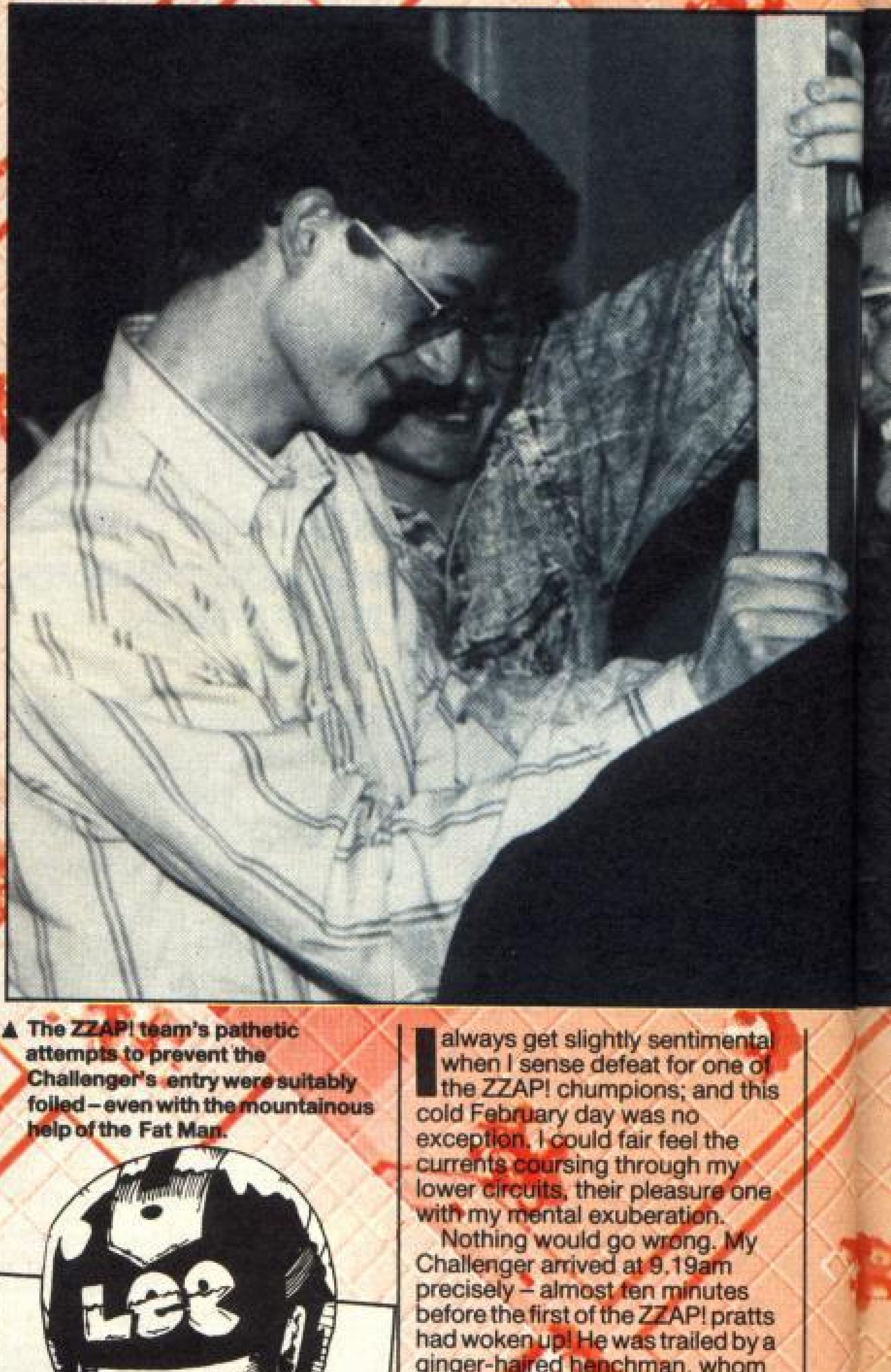
SPEEDY BALLS

Will Lard Man be crushed at last?

ZZAP! CHALLENGE

Welcome, Vim-induced thrill-seekers, to another dribbling spread of the juiciest Challenge this side of Ursa Minor. As you can see, things have changed slightly since the last time I wrote – we have here, for the first time ever in this pathetic hovel called ZZAP! Towers, an AMIGA CHALLENGE.

For this momentous occasion, I picked a resident of Blackpool in the cold wastelands of the North West: Lee Ellershaw. Fittingly, that asinine black pudding himself, ZZAP!'s editor, took up the gauntlet at the chosen game of SPEEDBALL – a superbly violent mixture of goals and bruises. I wanted to see Tripe Man beaten to a quivering jelly mound. I wanted to see his porcine rolls of flab quiver in defeat. I demanded success . . .





▲ **The ZZAP! team's pathetic attempts to prevent the Challenger's entry were suitably foiled – even with the mountainous help of the Fat Man.**



Name: **Lee Ellershaw.**
Age: **17.**
Favourite games: **Speedball, Sword of Sodan (Amiga), Fort Apocalypse (64).**
Joystick used: **Euromax Competition Pro.**
Hobbies: **Badminton, 2000 AD, arcade games.**
Chosen game: **Speedball.**
Highest score: **Won league with 985 points.**

I always get slightly sentimental when I sense defeat for one of the ZZAP! chumpions; and this cold February day was no exception. I could fair feel the currents coursing through my lower circuits, their pleasure one with my mental exuberation.

Nothing would go wrong. My Challenger arrived at 9.19am precisely – almost ten minutes before the first of the ZZAP! pratts had woken up! He was trailed by a ginger-haired henchman, whom he affectionately called his 'brother' – a human stout of limb and stern of purpose. As for my Champion himself, his top score at this refined kick and score game made me supremely confident.

In waddled Houghton, just after 10am, his grossly repulsive bulk and slow mind offending all who saw at this early hour. Unshaven, unwashed and unintelligible, he slumped into his steel-reinforced throne and fell asleep for another hour, oblivious to the many electrodes I tortured him with whilst asleep.

At last, after telephoning the local builders for a small crane, we hoisted the Mindless One into a sturdy chair by the Amiga, where

Lee had been practising for over an hour. Slapping the over-fed editor round the head with one of my gauntlets brought him to some kind of semi-conscious state, at which point he picked up a joystick, chose a team and opened his eyes.

I deemed that the Challenge should take place over two matches of ten weeks' duration: each player having the disadvantage of playing down to contend with. Lee won the toss and elected to play *up* first. I buzzed with violent anticipation as play began . . .



rights. A terrible battle of aggression ensued – Lee always taking the upper hand, edging a goal ahead at a time, the Titanic twit always equalising. With seconds to go, Houghton was 6-5 ahead; sensing defeat, I mind-melded with his brain and forced him to score an own goal. His fat, greasy chops went bright red, the final hooter sounded and the result was an 'honourable' 6-6 draw.

The remaining nine games followed much the same pattern. Some brilliant goalkeeping, a good deal of satisfying kicking and punching by Lee and some unbelievable fluked goals by the Mound on Legs. For those cretinous pedants among you, the scores ran as follows. Lee's first: 4-5, 7-8 (a.e.t.), 8-5, 8-5 (a.e.t.), 3-8, 7-6, 6-3, 6-4, 4-4. The final first game totals sent wonderful flushes of electric joy down my re-soldered cyber-spine: **Lee 835 pts; Fat Man 610 pts**

Sensing the first victory since the odious Glancey's departure several months ago, I forced the cringeing Flab Blob to start the second tournament immediately. As with the first, he chose Draco before the other teams, for the extra tackling ability; Lee again chose Verna for the extra power.

Again the expanded kludge got out his marriage tackle in time to score the first goal; in fact, much to my amazement and disgust, the piggy one's porcine digits managed a further seven goals, against Lee's four. The second game went the same way at first, with Pork Person mounting a three-nil lead. Not to be subtle about it, I delivered a steel-capped boot to his nether regions, after which he conceded another five goals and scored only one. 5-4 to Lee and 1-1 in games so far.

Next came disaster. Then more disaster. I can only explain the reason on the threatening weight of the Large One intimidating Lee into quivering submission. These are the results of the remaining eight games, with Fatface's

▼ Lee and his brother attempt to disturb the double-gutted dope's concentration; in the background, Viv Vickress turns away in disgust



Within seconds the Lardy one had scored. His wrist twitching had sent a fluke shot off a wall, momentarily confusing my Champion into making a pathetic dive in the opposite direction; a quick cuff round the ear set him to

coming first: 9-4, 7-3, 10-3, 5-3, 4-2, 8-3, 8-5, 6-4. The final score for this session of beaver-stabbing agony was miserable reading: **GH 1240pts, LE 285pts.**

Before I added the totals together, I knew the result from the



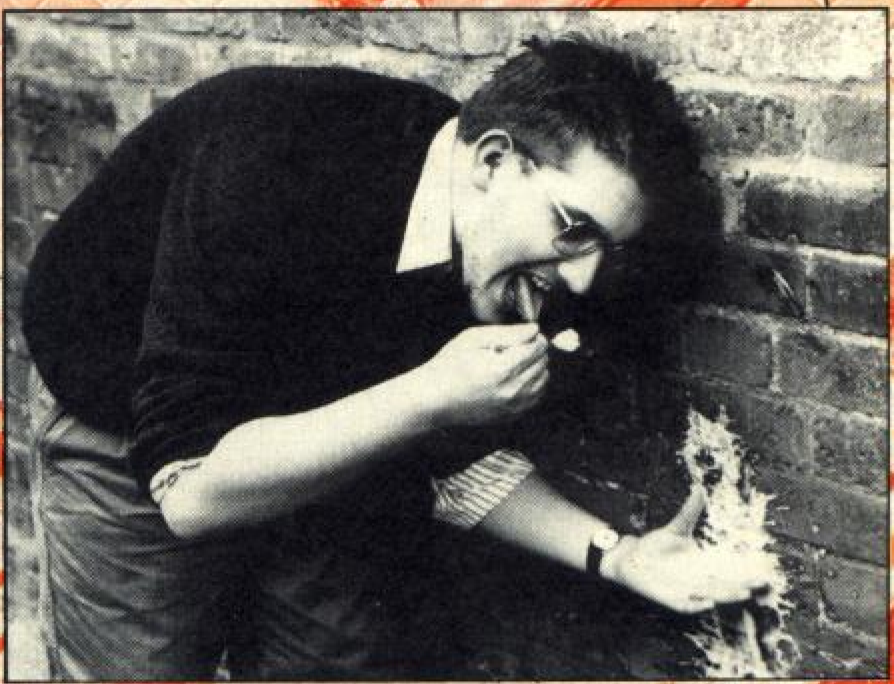


nitric acid fizzing deep within me; but for those of you who take pleasure from witnessing the triumph of Vile Obesity over Honesty and Talent, here is the sum total:

Gordon: 1850 points
Lee: 1120 points

I can only take so many of these defeats before I will wreak revenge on ZZAP! Towers and leave this miserable planet forever. You have your chances; the Fat Man may be undefeated after four Challenges, but the posing Flint-creature, Maff, is a mere virgin when it comes to winning – he has achieved one victory so far. Next time he won't – *you'll* make sure of that. *Won't you?*

◀ **Humiliating defeat once more! Told that he must work for CRASH as punishment, Lee Ellershaw vomits in disgust outside the Towers.**



▲ **The man with wall-to-wall skin just can't let good food go to waste – he scoops up the remnants of another failure**

I Challenge the Flint upchuck!

I am *so hard* and *so cool* that I've got a brilliant score on either WIZBALL (64) or STARRAY (Amiga). And that means I'm willing to come down to Ludlow, get photographed in compromising positions and beat the hell out of Maff at one of his chosen games. I am absolutely brilliant, as my scores on the games below show; I am also a certifiable lunatic and like blue bananas in engine oil.

name ....

address ....

....

....

....

telephone no. ....

my best score is .... **Wizball (64)**

.... **StarRay (Amiga)**



Well well, what a surprise! The lumpy Houghton creature flabs his way through another Challenge – the result doesn't matter, because *I* will always be victorious! Meanwhile, I'm still receiving scores for the same old games – it's about time you sent in some for the more recent stuff. If you don't, there's an electrified Pleasu-Rama Death Chair here in the Towers, and I may just start picking names out of a hat for an audience with it . . . *You have been warned!*

720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
148,200 John Flower, Victoria, Australia
134,300 Mike Thomas, Caerphilly, Mid Glam

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
13,621,700 Colin Refern, Rochdale, Lancs
7,994,900 Mark Campling, Norwich, Norfolk
7,984,700 Marc Hodge, Selby, N Yorks

BARBARIAN (Palace)
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield
356,400 Adrian Davies, Burntwood, W Mids

BARBARIAN II (Palace)
289,000 John Turkington, Carrickfergus, N Ireland
251,747 Matthew Phypers, Denby Village, Derby
246,060 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts

BEAT IT (Mastertronic)
1,350,070 Peter Samaon, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
792,665 Alan Smith, Peckham, London

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,120,420 James Kent, Ware, Herts

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,215,420 Simon Bettison, Sheffield, S Yorks
8,120,740 Heather Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)
447,920 Suhaib Kiani, Rawalpind, Pakistan
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Carcus), Swindon, Wilts

COSMIC CAUSEWAY (Gremlin Graphics)
994,123 Ben Read, Penzance, Cornwall
887,460 Gavan Flower, Werribee, Australia
885,307 Antony Grasiewicz, Peterborough, Cambs

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
3,608,450 Justin Moy, Crawley, Sussex
3,172,550 Jason Goodchild, Tattershall, Lincs

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)
94,710 Richard Ramsey, Gilmerton, Edinburgh
86,775 Steven Packer, Chelmsford, Essex
84,525 Ged Keaveney, Huddersfield, W Yorks

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

GUNSHIP (Microprose)
750,026 D Mothersole, Bishop's Stortford, Lancs
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Jonathan Green, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)
631,475 Richard Mellor, Cannock, Staffordshire
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yoevil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds
104,000 Lee Smith, Southampton, Hampshire

INTERNATIONAL KARATE + (System 3)
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx
497,700 Gareth Pollitt, Thirsk, N Yorks

IO (Rainbird)
1,200,170 Jeremy Daalder, Adelaide, S Australia
609,570 Bruni Francesco Tagliamento, Italy
496,290 Nick Kennedy, Gunnislake, Cornwall

LAST NINJA 2 (System 3)
764,760 Louis Polycarpou, Edgeware, Middx
408,440 Lee Knowles, Halifax, W Yorks
294,830 R Sporkeslade, Wassenaar, Holland

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
204,340 Richard Ramsey, Gilmerton, Edinbugh
197,260 Liam Dysrant, Harrington Square, London NW1

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
1,321,485 Richard Pembridge, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon

NEBULUS (Hewson)
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks
154,400 Michael Garnett, Hatfield, Herts

OPERATION WOLF (Ocean)
195,700 Zuffy, W Bromwich, W Mids
188,500 Aidan Stevens, Witham, Essex
172,000 Graeme Agnew, Kilbarchan, Scotland

OUT RUN (US Gold)
95,842,240 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

PAC-LAND (Quicksilva)
891,410 I Strong, Twickenham
614,990 Jake E, West Bromwich, West Mids
504,650 Graham Stevens, Tattersall, Lincs

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,060,800 David Pocock, S Croydon, Surrey
1,010,650 Jeremy Webb, Blandford, Dorset

PROHIBITION (Infogrames)
$30,260 Robert Pascoe, Truro, Cornwall
$26,260 Stuart Wannop, Accrington, Lancs
$22,155 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)
65,040 AD Rogers, Exeter, Devon
64,500 JK Huggett, Huddersfield, W Yorks
37,140 JA Moore, Margaret River, W Australia

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
3,486,190 Webby, Chorley, Lancs
2,470,584 Marc Hodge, Selby, N Yorks

ROAD BLASTERS (US Gold)
1,929,830 Neil White Craigentinny, Edinburgh
1,801,190 David Neville, Brentwood, Essex
1,606,090 Chris Taylor, Darlington, Co Durham

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam, Holland
1,022,100 Jason Faulkner, Cottesmore, Leics
766,580 Glenn Black, Gainsborough, Lincs

ROLLING THUNDER (US Gold)
4,474,735 Casey Gallacher, Calcot, Reading
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
240,900 Robin Stowes, Dinas Powis, S Glam

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex
854 Richard Granville, Heshunt, Herts

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
15,943,250 Dean Betts, Edenbridge, Kent
11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,203,820 Phillip Gravett, Whitehaven, Cumbria

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsey, Gilmerton, Edinburgh

SPORE (Mastertronic)
969,100 Neil White, Craigentinny, Edinburgh
964,960 Matthew Holdaway, Coulsdon, Surrey
955,460 Terry Redfern, Buxton, Derbys

STAR PAWS (Software Projects)
693,378 Kriss, Northolt, Middx
647,226 Matthew Smith, Warrington, Cheshire
641,592 K Daniels, Northolt, Middx

TARGET RENEGADE (Imagine)
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Mauding, Whitehaven, Cumbria
340,900 Daniel Carroll, New Malden, Surrey

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
40,455 Joan Tillotson, Halifax, W Yorks
28,820 Michael Reine, Ludinghausen, W Germany

THING BOUNCES BACK (Gremlin Graphics)
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,566,922 Martin Lear, Huddersfield, W Yorks

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
94,250 Kriss, Northolt, Middx

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants

ZOBTROUSERS (Fishysoft)
8,000,017 Wayne 'Legs' Allen, Bristol
63,124 Matt 'Bollix' Evans, Flint
17 Gordon 'Zobtrousers' Houghton, Blackburn

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
1,093,200 Michael Collins, Castle Rea, Co Roscommon
398,850 Steve Lee, Guildford, Surrey
288,500 John Farrow, Barrowford, Lancs

GREAT BALLS OF FIRE! The hotline Strikes Back!

Right, you lot out there. Smarten up, get your ears in gear and PAY ATTENTION! This is an announcement for everybody – and that includes all those lounge lizards picking their toenails and leaving the bits on the carpet at the back – *and* that bloke balancing a kipper on his nose in the penguin suit – we're not going through this again when everybody else has turned the page just for your benefit, you know.

OK, guys, down to business. Remember the ZZAP! Hotline? All you have to do is pick up the phone, dial the number, listen in for some really hot (like loads and loads of chilli hot) release dates plus the details of the most mega, amazing and awesome comps in town.

Well, this incredibly user-friendly, totally way-out, groovacious and mega-wicked reader service has had a bit of a face-lift. What we have now, all you fish-ticklers, is not just one piddly hotline, not two medium sized hotlines but . . . wait for it . . . THREE INCREDIBLY MEGA, TOTALLY WICKED HOTLINES, entirely for your delectation and delight.

From now on, a bit of exercise wiv' yer fingertips will put you straight in touch with our very own Kenneth D. Fish, get you all hot and bothered over the latest tips courtesy of Maff and his amazing technicolour musical band and let you know what's comin' down yer way next munf.

So stop doing whatever totally boring, humdrum, unhappening, undef thingy wodge you thought you'd do for the rest of your life, get straight on the blower and give us a ring. NOW.

Ken's Fish BITZ

This month, the world's first and foremost friendly fish finds a few furtive moments to let you know exactly what he's been doing all month. Has the ZZAP! team finally cleaned his tank? What's happened to all those salmon coloured sausages? What's hot 'n' happening in ZZAP! next month? Do fish really talk and is it worth listening to what they've got to say.

If you want to know the answer to these and other titillating piscine bits, dial

0898-555085

and you'll hear everything you ever wanted to know about swimbladders, gravel and those smelly bits inbetween your scales that are really hard to clean.

How much is it, then?

Remember, guys and gals, calls cost only 25p a minute off peak (Mon-Fri 6pm-8pm, Saturdays, Sundays and Bank Holidays) and 38p a minute standard and peak time (8am-6pm Mon-Fri)

Win! Win! Wi

Here are three posers:

1. I have everything. (True/False)
2. I have no desire to better myself. (True/False)
3. I am a total raving lunatic who wouldn't recognise the opportunity of a lifetime if it sat on me and shouted *'ave a banana.* (True/False)

If you answered TRUE to any of these questions, lie down, take a couple of aspirin and whatever you do, DON'T READ ON – these comps are not for you. Everybody else start slobbering, 'cos with all the loonies gone you've got an even better chance of winning this munf's stunning prizes.

Wanna copy (64 or Amiga) of the brilliant, Sizzling hot shoot 'em up *Denaris* from GO! (review page 69). Wanna go blasting through space with nothing but a bit of metal between you and the elements? Don't wanna pay for it? Well, here's your chance, mate. Pick up that there gadgi telephone, dial

0898-555081

and you'll hear all the relevant details. We've got 50 copies on offer!

And if you feel like swanning round town with your sweaty elbows tucked nice and warm into a *Motormouth* T-shirt – courtesy of Firebird and completely, totally free of charge – you'll get all the relevant info on how you can win one of them AS WELL.

Just listen to a few hot and hairy release dates, wait for the relevant questions, stick your answers on a postcard or the back of a sealed envelope and send them to:

HAIRY HOTLINE COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

maff spits it out

Like the tips pages, do ya? Want to bend yer ears around some even more hot 'n' happening tips?

Just pick up the phone (cor, this is easy, innit?), dial

0898-555086

and you'll hear all the latest tips and brillo cheats wot Maff has got that he just couldn't manage to cram in the mag. In fact, there's tips on this line that *won't appear in ZZAP! anytime* – so get dialling!

And you never know – you might even get to hear a bit of mega trendy music and the odd little Frank Sidebottom joke on top of that. Spit in my eye, eh? Aye, mon.



RESULTS with Ken the Fish

Welcome, fish-loving friends, to another subaquatic sequence of wit, wisdom and wet flesh. I, Ken D Fish, fresh from my salty duties as MC of the ZZAPTIONNAIRE, am ready to wriggle my tail in a cute way and delve deep into the gravel to bring you this month's results. And I know it's something you erect-spines wouldn't understand, but I actually *enjoy* this job. I can't quite remember why, but it sends a tiny electric tingle through my gills every time I think of this slimy part-time post. Anyway, as we open up another Davey Jones' locker of winners and losers, I'd just like to say to all of you who wrote in: no, and definitely *not* without lubrication.

THE ZZAP! HOTLINE

One of the things that's always surprised me about you hairy surface-breeders is your abuse of those banana-shaped bits of plastic you call 'telephones'. They are, in fact, extremely useful devices for transporting fish across the universe. Speaking into them in order to communicate is a perversion of their true nature. I'm sorry to be so shirty about this, but it's all very close to my heart: many a fish has been killed during teleportation because some tail-sucking Joe Blow has picked up the receiver at the wrong time. Think about it before you dial, please.

Right, that's the lecture over. A couple of Issues back, Rainbird offered an Alba midi stereo system to coincide with the launch of ZZAP!'s first Hotline. And just in case you're interested, I can now be contacted on ANOTHER hotline: **0898-555085** should do the trick. The little wriggly gadgi who won this expensive piece of plastic was:

William Callaghan, TIPTON DY4 8AS

And there were NO runners-up! Aren't we the generous ones?

Ken's mystery FISH Corner

This is a powerful, robust fish that prefers clean, flowing freshwater with a gravel or sandy river bed. Its broad, toothless head has given it the alternative title, 'Loggerhead'. It does have throat teeth, with which it grinds vegetable matter, small crustaceans, larvae and small fish fry.

This popular fish has large, silver scales with a marked, dark banded edge and a clearly defined lateral line. The upper body is deep purple-black, with silver flanks fading to a creamy belly. It breeds in May, its eggs being stickily deposited amongst weeds and gravel.



SP-ACE 2088

Fish have been great space travellers for centuries, now; long before Yuri Gagarin launched himself into the stratosphere, we were into inter-planetary motion in a big way. So you'll pardon me if I think your efforts at designing a futuristic spaceship were a little crude – some of them weren't even fish-shaped!

Anyway, those Gold Label characters at Cascade were offering a brilliant camera kit and a copy of *Ace 2088* to the best design you land-suckers could manage. This came from

Steven Johnson's guppy, ALDERSHOT GU11 2HS

50 of you knee-trembling dry skins received a copy of the game which, unfortunately, isn't waterproof – so take that C2N out of the bath before you damage it!

Andrew Capper, SPALDING PE11 3AF; Neal Todd, WARMINSTER BA12 9QU; Trevor Fisher, MANCHESTER M25 7HG; Yasuhiro Hunter, OXFORD OX4 2DN; Mark Robson, SUNDERLAND SR6 9LJ; Peter James, TONTEG CF38 1HG; Christian Grant, BLACKPOOL FY4 2HE; David Wheatley, WAREHAM Dorset; Cai Ross, DEGANWY LL31 9EJ; Paul Davies, WICKFORD SS11 8XF; James Brooks, GRIMSBY DN36 4AB; Ricky Halliwell, STAFFORD ST20 0JP; Mark Goble, BURHAM ME1 3RJ; David Stewart, CORSHAM SN13 9JD; Jarnail Bhangal, COVENTRY CV2 4LF; Christian Lett, LICHFIELD WS13 7DR; Paul Hayman, DINA POWYS CF6 4BY; Jonathan Hill, SHEFFIELD S11 7LL; Steven Templeton, BLYTH NE24 5EA; David Cross, YEOVIL BA21 5RZ; David Mundin, KENDAL LA9 7PJ; Thomas Freundlich, FINLAND; Chris Wood, HACKNEY E9; Sucha Singh, THORNABY TS17 6LT; Michael Neal, NOTTINGHAM NG2 6EZ; John Davies, COBHAM KT11 1AJ; E A Blake-Davies, Nanama BAHRAIN; S Coakley, GAINSBOROUGH DN21 1PQ; Mark Hopkins, NEATH SA11 3YH; Fiona Bissett, SOUTHGATE N14 5PT; Ben Padley, NORTH ASCOT SL5 8LP; James Allan, EDINBURGH EH11 4NB; Wai Pang, SWANLEY Kent; Nigel Paton, FIFE DD6 8PQ; Jonathan Mair, SEVENOAKS TN14 5QP; David Timlin, GLASGOW G33 2QY; Victoria Barnett, SOUTHAMPTON SO1 2QN; Eddie Riley, BIRMINGHAM B33 0UP; P Banfield, CIRENCESTER GL7 1BJ; Mike Walters, LICHFIELD WS13 8ND.

ZZAP! READERS AWARDS

I had many an argument with that dry-boned dog-tickler Editor of yours because there was no category for 'Favourite Fish' this year. No prizes for guessing who would have run away with *that one*. Anyway, things stood as they were, and there'll be a special feature next month telling you just who won and who didn't.

No fish were on offer as prizes, so the cute cockle-sucker who won the £50 worth of software and a ZZAP! T-shirt is

Leon Hurley, Bromley BR2 9DI

Nine mackerel-stretching runners-up each received £30 worth of software and a ZZAP! T-shirt. They are, in reverse order:

Andrew Wooller, Eastbourne BR23 5JT; Martin Chaney, Chelmsford, Essex; Darren Fruen, Crawley RH10 4XR; Casper Hulshof, Bergen, Holland; Neil Thayer, Melksham SN12 7QP; Jonathan Allen, Whitwell S80 4NF; Peter Caulfield, Craigavon BT64 3AF; Simon Gowda, Swansea SA4 1XX; Colin Maginnis, Linlithgow EH49 7LW.

CHART WINNERS

Well, I *like* the Charts tucked away in The Word as they are: neat and tidy, like a string of little brown sausages. Any complainants will have *me* to answer to; however, I feel it only fair to warn you that I'm a black belt in Tae-kwon do – my 'Fin Chop' is renowned throughout the Far East. This month's chart-chortling £40 worth of software was awarded to

Yasser Ali, Lahore, PAKIAN

And the trout-massaging runners-up?

Amjad Meer, Houndslow TW4 5JL; Stephen Farris, Welwyn AL6 0AH; Zeren Wilson, Woodford Green IG8 9QU; Richard Waghorn, Epsom KT18 5TP.

So, mealy-mouthed meat-eaters, this is the end. If you want to contact me on the Hotline, ring this number:

0898-555085

and I'll tell you, amongst other things, just what's going to go in ZZAP! next month. Don't miss it! Until then, any complaints you have, write to me, Ken D Fish, c/o Viv Vickress, ZZAP!, PO Box 10, LUDLOW, Shropshire, SY8 1DB. Gloop-i-de-gloop gloop!

and the mystery fish was . . .
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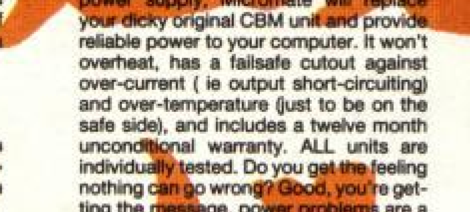
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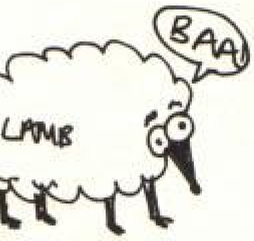
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Wanted: Instruction or advice on the Brother HR10C Daisy Wheel printer. Also willing to swap C64 latest on disk or tape. Write to Mac McNally, 7 Gray Road, South Cerney, Cirencester, Glos. GL7 6JF.

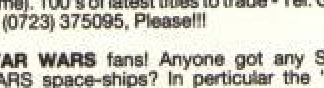
Racing Destruction Set needed fast. Will pay money or swap any game for it. Side One and Two is needed, Three and Four is an extra. Phone (0726) 73544 after 6pm, ask for Max!!!

VIC-20 following wanted: 32K switchable or 64K Ram Pack, Tutan Kamun and Super Cobra by Parker Bros and Mirer 2049'er. Will pay cash for any of these, ring 01 751 5913 after 6pm (Paul).

Boulder Dash Construction Set, cassette for C64. Contact: C. Baites, 192A Peckham Rye, East Dulwich, London SE22 0QA.

Wanted!! Wolfman, Frankenstein, Dracula, The Pawn, Corruption and Risk (the board game). 100's of latest titles to trade - Tel: Geoff on (0723) 375095, Please!!!

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FOR SALE

CBM64 disk and cassettes, Red Storm Rising, Platoon, Ikari Warriors. Disks £16, Cassette £5-£10. Phone 0905 621046. Plenty Microprose simulations at good prices hardly used.

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Cheap cassette games and Konix Speedking joystick for sale, for full price list write to Edmund Ward, 23 Avenue Road, Dorridge, Solihull, West Midlands B93 8LD. Only serious enquiries please.

C64, C2N unit, 1541 disk drive and £160.00 worth of software and joystick, £325.00 ono. Phone 0264 24002 after 6pm. Ask for Steve or Fred.

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C64 & dustcover (£80), MPS-801 printer (£65), two joysticks (£12), useful disk software – Superbase 64, database, Easy Script, Beginners Basic (£20), disk games incl. Elite, Piper Simulator, Solo Flight & more (£10). All vgc. Tel: 0202 429010.

For Sale, brand new Amiga 500; still in box, unused, with mouse and modulator, unwanted prize, unregistered guarantee. New £399, bargain at £320, phone Reading 0734 302694.

CBM 64, datasette, C2N, £100 worth of mags, books. Over a £1200 worth of games originals, joystick and extras. Worth £1500, sell for £310 ono. For details phone Craig Roberts on Kingswinford (0384) 274460.

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Games, 30 in all, prices around £1-4, titles include Last Ninja I,II, Hawkeye, Armalyte, Barbarian II, Supreme Challenge + more, all original, phone Will on Oxford 735703. Also for sale C64C £100 plus 21 games.

C64/128 cassette games for sale. Over 250 originals including Elite, Stealth Fighter, Bombuzal. Get upto 5 FREE games, low prices. Send SAE to S. Brennan, 5 Meolsgate Avenue, Tableton, Nr. Preston, Lancs. PR4 6BL. Quick sale essential.

C64, data recorder, joystick, mags, excellent condition, over £500 worth of software including 40 Gold Medals and Sizzlers, all originals. Worth over £570 will sell for £199 or nearest offer. Tel: Annan (04612) 3924 after 6pm.

CHEAP CBM 64K games all original, prices from 50p to £4. E.g. Samurai Warrior, Combat School, Kids Play and many many more. Send SAE to Paul Scott, 1 Hammersmith Raod, St. George, Bristol BS5 7AB.

Commodore 128, 1570 disk drive, MPS801 printer, 1520 printer/plotter, datasette. All still boxed, many games, accessories including freeze/frame, joysticks, Teleconnect 50, printer paper etc. Bargain at £320 Tel: (0204) 47508.

CBM 128, datasette, Quickshot joystick, lots of games, worth over £300. Excellent condition, all boxed and ready. Bargain for only £200. Phone Rehan at 01 203 1371 between 4pm and 10pm.

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CBM 64, 1541 disk drive, tape deck, 2 joysticks, over £500 of games. Only £250. Phone: (04024) 74559.

C64, C2N datasette, 40 games worth £450, joystick, mags and manual, all with carrying case. Worth £650, asking £180. Phone (0689) 32839.

C64, datacasette, £550 worth of games, Music Maker, keyboard overlay, mouse + software, 2 joysticks, over 40 mags. Worth £700, sell for £300 ono. Ring (061) 6537542 after 5pm.

C64, Excelerator +, Action Replay Mk4+2, all latest games, 320+ on disk, two tape decks, 250+ latest games on tape, joystick, mags and books. Bargain £300. Phone: Steve Cannock (0543) 462218.

Commodore 128/64, 1541 disk drive, C2N, Pro Joystick, £300 disks, tapes, cassettes inc. Speech Synth. £270 ono. Phone Billy on 041 554 9108 after 6pm.

CBM64 games. Many new titles including Bubble Bobble, Delta, Sanxion, 100's more. All originals. SAE to Neil Geddes, 2 Meadowlands, Rowlands Castle, Hants, PO9 6BZ or ring R.C. 412594 7pm-10pm. Cassette only, low prices.

CBM64, 1541, C2N, mouse, 2 joysticks, over £600 games including Micro Soccer, Project Stealth Fighter, Defender of the Crown + mags. Worth over £900, sell for £400 ono. Tel: 01 368 8888. Ring after 4.00pm week days.

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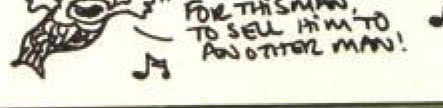
Commodore 64K & 1541 disk drive. Disk Drive fine, but computer needs repair. Tel: Mark 0626 55244.

CBM64, 1541, Citizen 120D printer, Geos, Robotek 64, tape, manuals, about 150 games – half on disk. Two disk boxes, good condition, ideal for WP and loads of fun £300. Phone Edward (01) 883 4264 - NOW!!

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CBM64, datasette and £100 worth of games at £150, or with £300 worth of games at £250 or with £600 worth of games at £350. Phone Kevin on 01 668 1074 after 4.30pm.

CBM64, 1541 disk drive, MPS801 printer, Action Replay Mk4, Burst Nibbler, 100 disks, joystick tape recorder and cassettes, and much more! £350 ono. Tel:– Pritpal (021) 544 7730 after 4pm. Will give free demonstration, no obligation.

Commodore 64 with recorder, 1541 disk drive, 3 cartridges, joystic over 120 games, 50 disks, disk box, covers, software books and magazines. EXCELLENT CONDITION, worth over £1000, sell for £275. PHONE Charles after 4pm 061 998 2726.

C64, 1541 drive, C2N, mouse, Expert Cartridge, 35 blank disks, micro-switch joystick, over £350 disk and tape software, 30 ZZAP's. Only £300. Phone Toby or Dan in Croydon on 686 0768 anytime.

C64, 1541 with recorder, joystick, Action Replay MkIV cartridge, over £400 of software inc. Robocop, 100 disks + disk box. The whole lot for £200 ono. Phone Kev 0553 762450 after 6pm Kings Lynn.

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C64, datacassette and joyball, over £200 of original games, old and new including Magnificent 7, Cal. Games, Shoot em Up Construction Kit. Worth £400 sell for £125. PHONE (0803) 28292 aks for Stephen, only applies to UK residents.

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C64 games, disk and tape, including Defender of the Crown, Project Stealth Fighter, Cybernoid 2, AFT, Gunship, GAC, SEUCK, The Pawn, Boulderdash, Con. Kit. Also: C2N, broken C64 for spares, mouse, Music Maker. Call Ric: (0703) 55380.



SWAPLINE

Amiga swappers wanted UK or abroad. *** I have all the latest ***. Send disks list or letter to J.J., 21, Larchwood Ave, Walkerville, Newcastle upon Tyne NE6 4NX, England.

Pro-Sound Sampler, Photon Paint & £30.00 Amiga software, or all software. Exchange for Amiga Ram Upgrade, any size. Will include Works! for 1.6MEG. Cash adjustment possible. M. Broomield, 25 Albyns, Langdon Hills, Basildon, Essex SS16 6LH.

CBM64 disk and tape USERS!! Many new titles but interested in hearing from anyone, anywhere to swap games, hints etc. All letters answered. Send list to Jackie Renald, 65A Cowper Street, Greymouth, New Zealand.

Amiga C64 freak wants to swap games, demos etc. Please write now. All letters answered. Write to (Gary) 57 Cowdell Drive, Albion Park, N.S.W. Australia 2527 (No Lamers).

C64 contacts wanted to swap ALL the latest games and demos on tape or disk. 100% reply, so send disk/tape and list to: P.Lynchehaun, 9 Lough-Mahon Ave, Black-Rock, Cork, Ireland.

C64 disk user wants to swap latest stuff on disk. Send disks to Chris, 37 Ellesmere Road, Ashton in Makerfield, Nr. Wigan, Lancs WN4 9RY. All letters replied, all disks returned.

C64 disk owner wants to swap new or old games. Write to Robert Garrity, Flat 4, Ingshead Avem Rawmarsh, Rotherham S63 5DB. Please write fast. I will answer everyone, send lists NOW.

C64 User wants to swap games and progs, also demos with anyone anywhere. Send list or write to me. All letters will be answered, only in disk. Ali, 1902 Road 1631, Muharraq 216 Bahrain.

C64 user wishes to swap disk software with others all over the world. Send disk list to George, 17 Cliff Park Close, Peacehaven, Sussex BN9 8TR. All letters answered.

Amiga contacts wanted. Send disks or lists to Gary Sewell, 53 Lakes Road, Keston, Kent BR2 6BN, England. Send disks if possible. No Lamers O.K.



PEN PALS

ALERT! Mad and Mix want to swap latest software, tape only. Send games and lists to: 43 Woodhead Park, Haltwhistle, Northumberland NE49 9DD. We answer all letters so get your games now!!!! Phone 21288.

C64 DISK USER wants to swap latest disk software with you. Send your list to Jason Eltringham, 5 Silverwood Gardens, Lobley Hill, Gateshead, Tyne and Wear NE11 0DQ. All letters/disks answered.

ACID AMIGA! Contact Kelvin Ali, 7086 Goreway Drive, Mississauga, Ontario, L4T-2T6, Canada. For swapping the latest with the best! All letters/disks will get a reply! (All CID replies, December, will be set up).

A 64 owner wants to swap games and demos around the world. Write to: The Golden Kid, (Arnt-Ove Gravvold), Bjorgsgt.2B, Sunndalora, 6600 Norway.

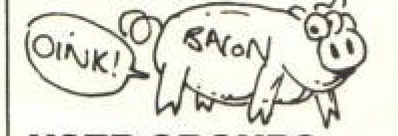
C64 Owner, new to hobby, would like pen pals for hints, tips etc. Contact: C. Wade, Bramley House, Brook Lane, Sheffield. S12 4IP.

YO! Mark Thompson is looking for contacts on C64 disk. Interested? then send a list to 20 Woodhall Road, Old Swan, Liverpool L13 3EH. What are you waiting for? Start writing!

Karine of the CTC Inc. wants new contacts, especially from Scandinavia and the US. We're also lookin for a grafix-wizard. Contact: J.V. Eyckdref 10, B-8900 Ieper, Belgium. Only AMIGA! Boring lamers will be ignored.

Disk Users, Jassam Sayedi, 1902 Road 1631, Muharraqm 216 Bahrain wants to swap the newest stuff on disk from all over world. Send disk or list. All letters answered.

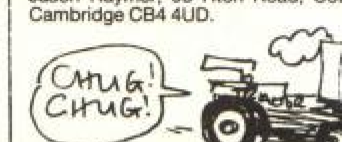
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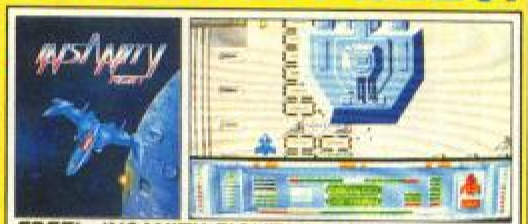
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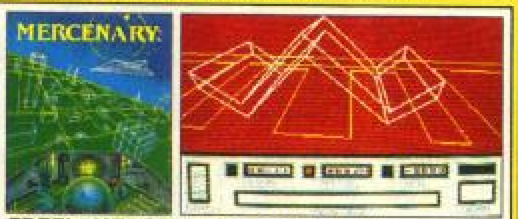
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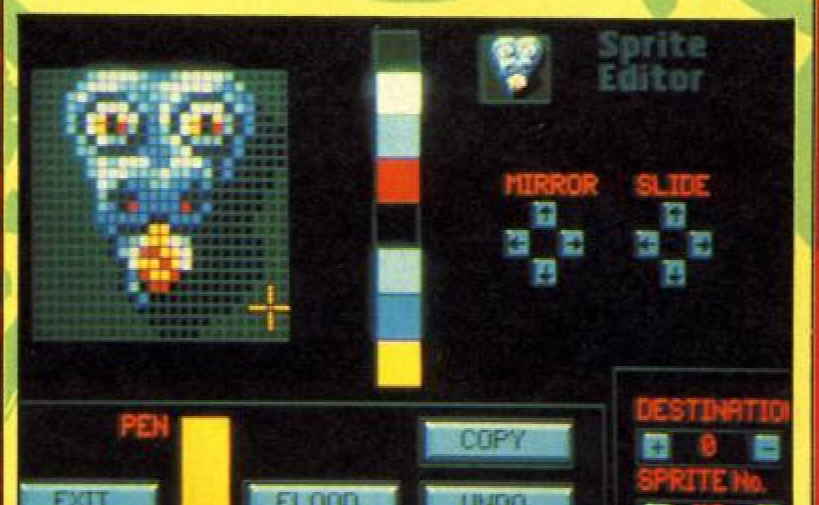
dressed in a pair of purple flares, wedges and train spotter tank tops!

SEUCK (Outlaw)

So just *what* has happened to this on the Amiga? Despite reviews you may have seen already, this game *still* isn't finished – it should be very soon (March or April).

According to the press release that we have here, 'the program has been extensively rewritten and a number of improvements have been incorporated'. It also states that there's a pirate version going round which is a *very early* copy of the game – if it's the very early copy we saw last year, it's pretty basic. Just to throw another spanner in the works for you Yo-Ho-Ho merchants, it's also got a pretty nasty virus that's immune from most virus killers.

Avoid it and wait for the real thing, a slice of which you can see above.





3D POOL (Firebird)

Are you the kind of smooth, interesting person who enjoys the subtle click of ivory? The kind who likes bouncing balls on cushions or just sticking them in pockets? The kind who'd lay a £100 bet on a single game? No, neither are we – but we like a good game of pool now and then.

Well, wouldn't you just know it, Firebird have come up with a game called *3D Pool*. Not your average common-or-garden green baize sim that gives you a crummy overhead view, no sir – this one gives you the real McCoy first person perspective stuff. It will feature the current European pool champ, 'Maltese' Joe Barbara, as your final 'computer' opponent; if you don't fancy your chances against him, you can always play against a friend.

So what else? It's programmed by Orlando (Nick Pelling) and it's available on the 64 (drool over dem grafix) at £9.99 and £12.99, and on the Amiga at £19.99. The release date, for all you ivory ball sim fans, is April.

AFTERBURNER (Activision)

Yeeeuch. Anyone who had the misfortune to play this on the 64, you have our sympathies. However, the screen above is the Amiga version – and that *should* be virtually identical to the arcade machine.

You know what it's about by now: *that* arcade machine with the cabinet, and the task that involved converting its 3 meg memory into a 64 game. Well, we all know what happened *there*, but what about the Amiga?

The story has been a long one. Work began in April last year, with an initial all-formats release date of Christmas. Most of the versions have already appeared – except for that of our fave 16-bit machine. Does this mean it's the best one so far? Will we all be swaying in our seats at the realism of it all? Or will we be crying into our hard-earned cash? Well, Argonaut Software (*Starglider 2*) are doing the programming, so it looks like a time for tickling sticks rather than thumbscrews.



F-14 TOMCAT (Activision)

Aaaaand here's another Activision game, which should be released soon. Are you sitting comfortably? Then I'll begin . . .

F-14 Tomcat recreates de life ob ah Naval Fighter Pilot; and you've got to do yer normal fighter pilot stuff like qualifying for missions, having your performance evaluated and dealing with no-nonsense characters like Admiral Hawk.

Confused? Be not confused, my children, for the word goes on in this fashion . . . There's loadsa weapons like Amraam missiles; a choice of 80 randomly-assigned missions; five theatres of action (including the Persian Gulf and Libya); land and take-off manoeuvres; *and* unique POW, eject, rescue and burial screens.

And the price for this veritable plethora of airborne delight? £14.99 on disk. Review next ish.





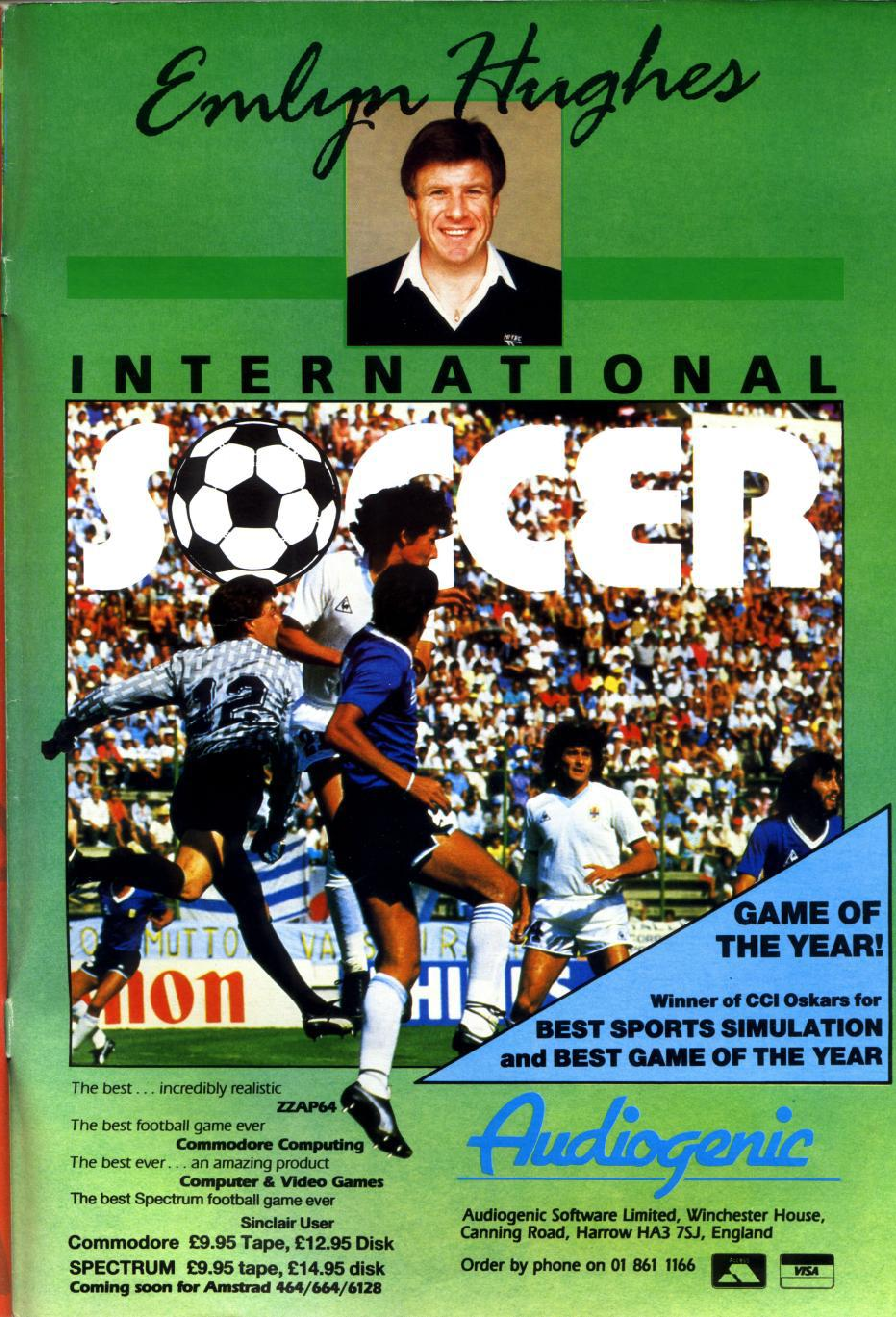
IRON LORD (Ubi Soft)

You've already seen Amiga screenshots of this impressive-looking game, but now it's due out on the 64 as well (wooooh!). The story is this . . .

For the past five years you've been fighting in the Holy Land; when you return home, your father (The King, of course) has been deposed by your brutal uncle. Terror and oppression now reign where serenity once lounged about and did nothing.

Alone in a country of traitors you must recover the throne. Even before you even try this mammoth task, you've got to assemble an army by proving your birthright through guile and trials of combat in archery, arm-wrestling and sword-play.

Like dressing up in chain mail and horse-hair, do you? Well, this game of strategy as well as strength will set you back £14.95, any day now.


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